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AMIGA FORMAT

ISSUE 36 ■ JULY 1992 ■ £3.95

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Reviewed: the A600 and the A570 CD-ROM
But what happens to the Amiga now?



Monkey Island 2 and Parasol Stars are here!
Can the sequels come up to scratch?

AMIGA FORMAT Down at the Arcade

Crazy Cars 3



IT'S FAST! Battle the bends and cheat the cops in Titus' speed-crazed playable demo!

Paint Pot 2



IT'S NEW! Colouring is fun in Prisma's educational paint package demo

Interlock



IT'S CLEVERER THAN YOU! Pit your wits against this COMPLETE puzzle game

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- Games go green with Links
- Coyote cutie in Fire and Ice
- Image processing explained
- AND FOOTBALL CRAZINESS

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NEVERLAND

PETER PAN has now grown up, and is far away from **NEVERLAND**, but his old enemy **CAPTAIN HOOK** has not forgotten and schemes his revenge.

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JULY 1992

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Observation of the month:
If you stand in just the right place, you can see my house from here!

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ABC Registered Circulation 130,143 July - Dec 1991



REVIEWED: The Battle of the Hand Scanners!

One-time top scanner from PanDAAL is taken on by a newcomer from Power. Which one will come out on top?



REVIEWED: *Media Station*

Combining top digitiser DigiView Gold with an animation sequencer and a HAM paint package this ought to be great value. How does it stack up?



REVIEWED: Art Department Professional 2

Image processing is a complex subject, so dip in and find out all about it before reading about the latest version of the very top package.



IN PUBLIC DOMAIN

The wonderful world of the PD demo is explored once more by Maff Evans, the man who knows a groovy hip-house dance demo from a mashie niblick.

Is this the end of the Amiga as we know it...?

The A500 is gone, the A600 is taking over. Only in Amiga Format can you find out the full details of the A600 and discover where the Amiga is going now...



A600 on test – and on trial 28

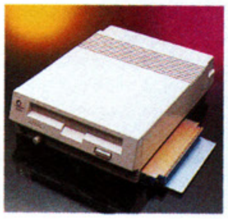
Here it is, the new Amiga. Is it looking like a worthy successor to the A500? What new features does it have? Find out, right here and now!

Look to the future 31

The news that the A500 is no longer to be made, but several new Amigas are on the way, is changing the way we look at the Amiga...

A570 first test 36

The Amiga CD-ROM is still going through changes, but we test out an early prototype and tell you what we think of the show so far...



The CD Amiga 38

With change after change going on behind the scenes the Amiga CD drive is taking its time. Will it be worth the wait?



Getting to grips with Workbench 207

In the last part of the current series for all Amiga beginners, we're building on last month's experience to show you how to make a self-booting Workbench disk and along the way, you'll learn an awful lot about how icons do the things they do.

Welcome to Amiga Format!



Damien Noonan, Editor

Well, it's a big time for the Amiga and no mistake. This month we've got the news that the A500 Plus will no longer be made and that the A600 is to take over as the new base-level machine, never mind the fact that there are certainly some new top-end Amigas on the way. No time to relax!

As ever, the world's best-selling Amiga magazine is the one to read to find out the latest news about all these developments. But it's not just that that's kept us working late nights to prepare this issue of the magazine for you: we've also spent an enormous amount of time taking to people throughout the Amiga world to try and develop a balanced view of these new developments.

Whenever there's a big change in the Amiga world, the first reaction from many people, after they've got over the shock, is to say 'why fix it if it isn't broken?' The A600 is no different: a lot of people, many of whom have been Amiga enthusiasts ever since it first appeared, have basically given it a kicking before it's had a chance to prove its worth. Just not fair.

The most difficult thing we have to do is try hard not to be biased by anyone's opinions. We aim to provide you with the information you need to reach your own conclusions.

Not that we can avoid having an opinion of our own, and we're not afraid to express that, either. but we've got to be careful to avoid jumping the gun or giving misleading information and be sure that when we finally come down off the fence, we're standing on the right side.

Anyway, read through this very important issue of Amiga Format: absorb the information in it; and then tell us your opinion. We'll look forward to hearing it.

COVERDISK

turn the page!



Crazy Cars 3



Speed, excitement, thrills, spills, action, adventure and a very fast car. If you want all of these, don't go on holiday with Billy Idol - get yourself a joystick, plug it in and let go with Titus's top race-game demo...

Paint Pot 2



Here's one for the kids – or the young at heart! A fun new educational art package for kids from Prisma: in this demo you can colour away to your heart's content!

Interlock



Another very fine complete game contributed by a reader, this is an original puzzle game that will keep you going for days...

on page 11...

CanDo Junior



The fourth in The *Amiga Format* Collection series of COMPLETE, FULL-PRICE PACKAGES, this is a remarkable and flexible multimedia presentation system that will let you create all sorts of productions and presentations.
It can be a little bit complex in use, but don't be daunted: what you need to do is to turn the page to the instructions and the mystical inner secrets will be revealed...



Coverdisk

Yes it's arcade time again: have a go at tying yourself in knots with the puzzler Interlock, cover yourself in paint with the kids' program Paint Pot and then be really juvenile and drive off at break-neck speeds in a red-hot Lamborghini – and all before Blue Peter starts. **Neil Jackson** shows you how.

CRAZY CARS 3 TITUS SOFTWARE/PAL Only

Crazy Cars 3 puts you in the driving seat of the world's sexiest motor, the Lamborghini Diablo. Can you pour on the power and still stay in control as you hurtle along on the infamous Saturday Night Races across America?

This highly-exhilarating and totally-illegal street-race will get your hair standing on end.

There are plenty of old fuddy-duddies to dodge, 19 other pro-drivers to beat and a few eager traffic cops too. Juvenile joyriders take note – this game is more fun than the real thing, and you can get your own back on the law here!

The full version, available from Titus later this month, features a whole host of other bits and pieces which are too large to fit on this Coverdisk demo. Check out the other panels to see what else is in store when you buy the real thing.

The team behind *Crazy Cars 3* is Richard Hooper (the programmer), with Lyes Belaidouni, Frances Fournier and Didier Carrere responsible for the graphics. If you want to contact Palace Software for the release date, phone 071-278 0751.

FIVE HINTS FOR CRAZY CAR DRIVING

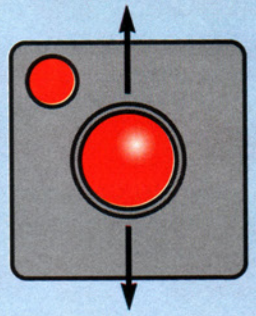
1 Most of the other racers have radar detectors fitted in their cars. If you see them slow down, it probably means there are cops up ahead. The legal speed limit is around 120 km/h, so slow down or get nicked!

2 The cops will chase the fastest car that they see, so don't think you can whiz by when you see them chasing another car – they'll start going for you instead!

3 Sometimes, the cops will just be cruising down the highway, and you can sneak by if you're careful. Don't go too fast (and don't bump them) and you'll be OK. You may not be the only racer trying to get past the law – for a laugh, try bumping another car into the back of the cops!

4 If you start getting chased by the cops, put your boot down. Do your best to outrun them, using Turbo Boost if necessary. If they catch up, door-handle them as much as you can because this damages their cars and slows them down. You know they're suffering when they start billowing smoke.

5 If you want to use Turbo Boost, try to find a straight bit of road. At 360 kilometres an hour, even the Lamborghini Diablo steers like a cow. Don't say you weren't warned!



BEHIND THE WHEEL OF CRAZY CAR 3



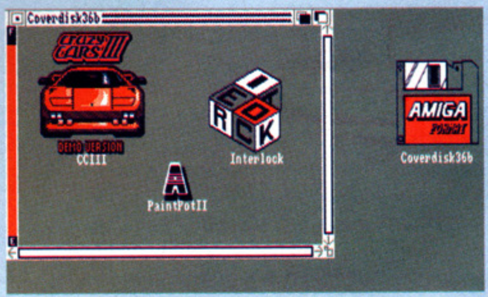
GETTING STARTED

Just slip the Coverdisk into any Amiga machine and turn on the power or reset your computer by holding down the Ctrl key and the two Amiga keys either side of the space-bar. Shortly, you'll see a quick intro message which enables A500 users (with only a half-megabyte of RAM) to access the *Crazy Cars 3* demo. Press Y and then RETURN if you want to go straight into Titus's hair-raising road-racer.

If you want to use either Interlock or the *Paint Pot 2* demo, press N and then RETURN instead; The Coverdisk will load Workbench and you'll see an icon named Coverdisk36b. Click on this twice in rapid succession with the left mouse button and a window will open, showing you the Coverdisk's contents.

To run either Interlock or the *Paint Pot 2* demo, just do another double-click on the relevant icon and that program will load. If you have an Amiga with more than half a megabyte of RAM, you can also run the *Crazy Cars 3* demo in this way.

After you've played with the *Crazy Cars 3* demo, or if you're experiencing "Out of memory" messages, you'll find things work again after another reset as explained above.



It couldn't be simpler this month. Just answer "Y" to the question during loading to use *Crazy Cars 3*, or answer "N" and use the Workbench icons for the other programs.

Paint Pot 2

PRISMA SOFTWARE/PAL ONLY

This demo is the computer equivalent of a kid's colouring book, but in the form in which it goes on sale this will be a complete paint package for younger people. Although the demo only contains four of the 12 pictures in the full version, and doesn't let you draw any new ones, it's still quite absorbing for everybody, young or old. It doesn't work properly on Amigas with less than 1Mb of memory.

The following pictures should give you the basics of the program. But there are a few funny features which you should be told about. Who said the written word was dead?

For one thing, the mouse pointer sometimes won't move all the way to the right hand side of the screen. If you experience this, just click on OOPS, then on OK. That should free it from its captivity. Another quirk is that, especially when colouring in small areas, you can accidentally fill in one of the black lines that makes up the picture. In such a case, again click on the OOPS button and then on OK. Programmer Paul Harthen (is even now fixing the bugs for release.

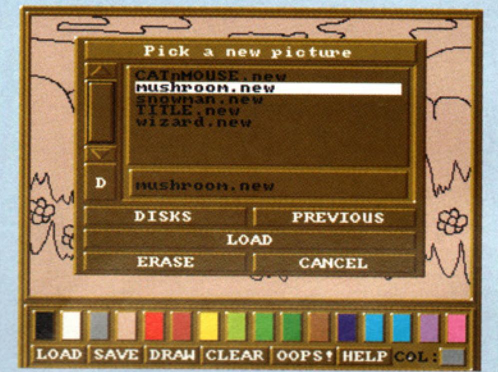
Finally, neither the SAVE or DRAW buttons at the bottom of the screen work. This is because, if they did, then you would basically have the full program!

TYPE SOME SHIT IN HERE PLEASE

The important thing about an art package for little hands is that it should be simple and clearly presented as well as good at what it does. We think you'll find that this is so simple you don't need instructions, but here they are anyway…



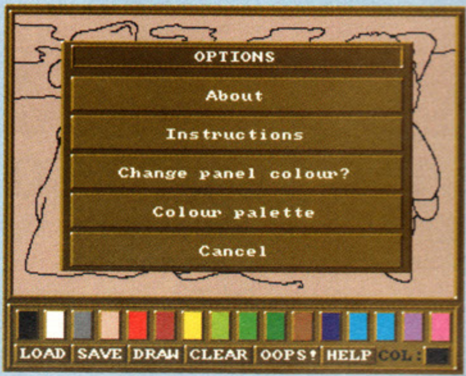
After the demo has loaded (this takes about a minute or so) you will be presented with a picture which colours itself in. To get started, click on the Load button - move the mouse pointer to it, and click once over it with the left mouse button.



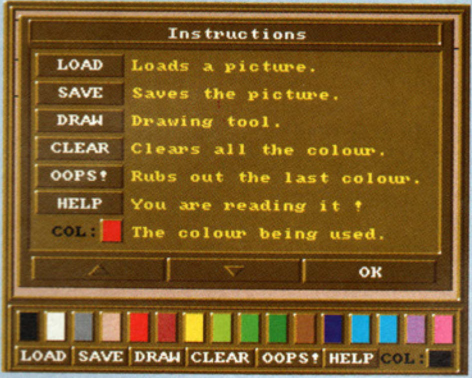
After a brief message telling you that the full version will load IFF pictures too (Just click on OK) a menu comes up of all the pictures available on the disk. Simply click on one of the names, then on LOAD, and the picture will load, ready for you to start colouring it in.



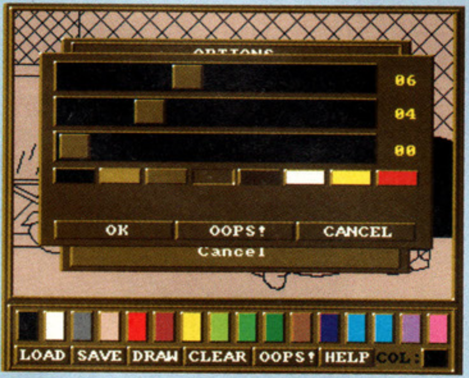
Once the picture has loaded, you are ready to start colouring it in. Simply click on one of the colours at the bottom of the screen, move the mouse pointer to the area you want to colour, and click. If you're not happy with the result, click on OOPS and the picture will go



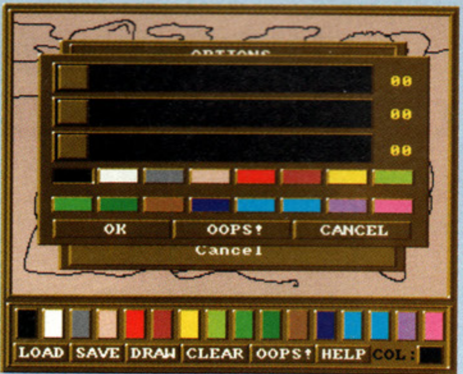
By clicking on the HELP button at the bottom of the screen, this window comes up. You can get information on the program, get help with using the program, or change the Panel colours (the frame around the picture) or the colours you are drawing with (Palette colours).



Looking around the help screen is slightly easier than reading these pages. Click on the arrows pointing up and down to see the next Help page. Click on OK when you are finished. As you should for any of the windows,



Eight colours are used for the surrounding picture frame. To change them, first click on the colour, then move the sliders (by clicking and holding down, then moving left or right). Each slider represents an amount of red, green and blue. All to the left is black, all right is white.



Changing the colours that you paint with is much the same as changing the Panel colours. Except that 16 colours are available for painting with, so a bit more experimentation is needed. Click on CANCEL to reset the palette as it was.



Here's another of the pictures on the disk, coloured up to style. Of course, because you can select any colours you like, a near infinite variety of pictures is possible. It's like a colouring book that you can use again and again and again - have fun!

Interlock

FROM MARK MAINWOOD/PAL/NTSC

Here's a simple-looking puzzle game that'll have you glued to your Amiga for hours on end. It may look easy, but it's a real brain-teaser, as you'll find out once you've made it past the first level. The originality really shines. *Interlock* is not Public Domain - the author retains all copyrights. NTSC users, you will not be able to see the bottom part of the screen, but the game is still playable.

The object of the game is to connect all the blocks of the same colour so that they are touching face-to-face (not diagonally). Plug a joystick into port 2 and you can then move the grey ball around the screen. Use the ball to push the blocks around but take note: you can only move one block at a time. Grey blocks don't move. They are there purely to obstruct you.

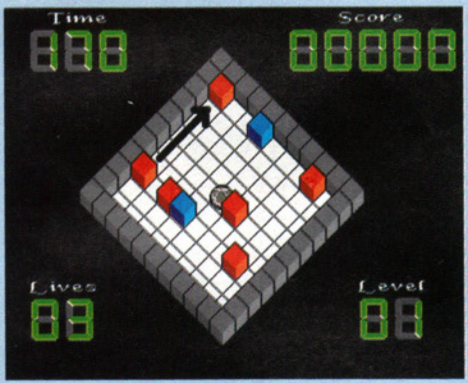
You start the game with three lives and you get an extra life after every 2,000 points. Each level is timed; if the time runs out you lose a life. If you complete a level you receive a bonus score, equal to the time remaining. If you press Esc, then you lose a life and start again on the same level. Q will quit back to the main menu.

On later levels you find coloured filters which only allow blocks of the same colour to pass over them. Every fourth level there's a bonus screen. Push the block on to correct arrow to make it slide to the coloured filter on the other side. If you manage the bonus level, you receive 50 times the amount of time remaining. You have 20 seconds of time on the bonus levels.

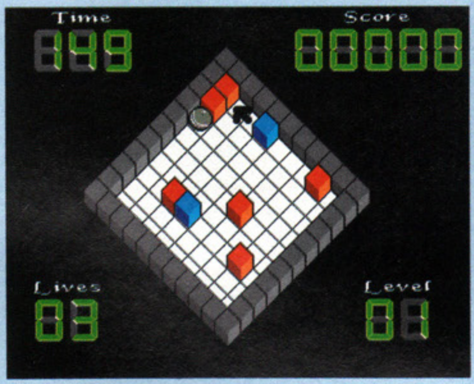
The designer level enables you to create your own levels and test them before saving them to a blank disk. Use the mouse to select the blocks, holes or filters you that you want to position. There are a total of 25 levels in the game, but you can store up to 40 of your own on a disk.

A PARTIAL GUIDE TO LEVEL ONE

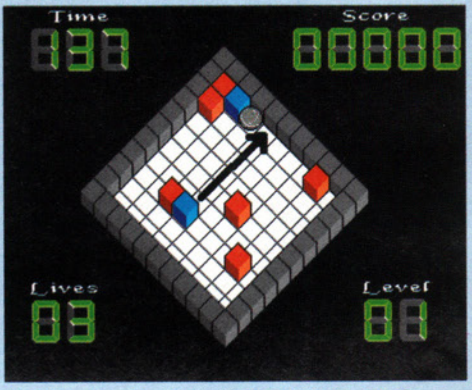
What! You didn't even get past the first level? I don't believe it! Actually I do, because I couldn't do it at first either. Once you've learned the trick of not moving blocks (because sometimes you can't move them again) then the game gets a lot simpler. Anyway enough of the written instruction, here's how to do the first screen – although you'll have to do the last bit yourself, because I'm assuming that you are not a cabbage:-



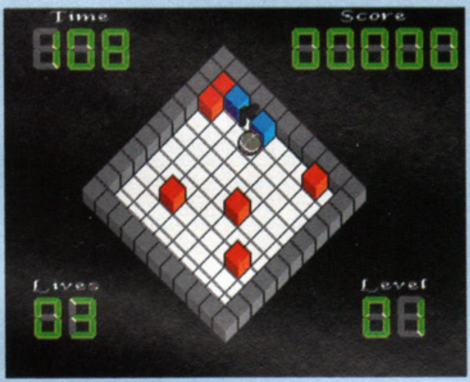
Start by pushing that red brick all the way into the corner.



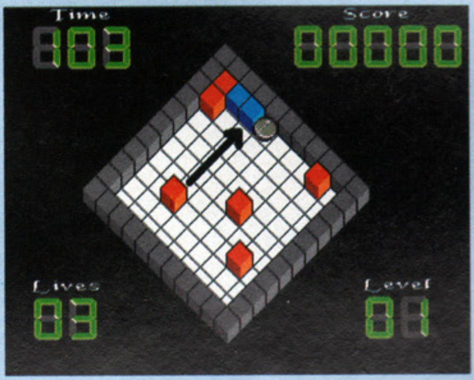
Then push the blue block against the corner red block.



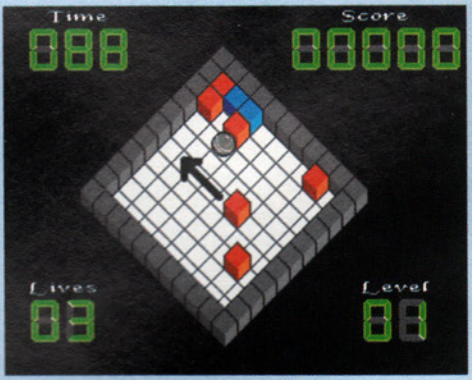
Push the other blue brick all the way to the outside edge...



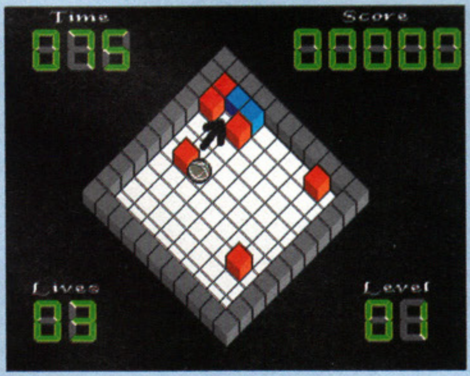
...then nudge it up to it's companion. That`s the blues done.



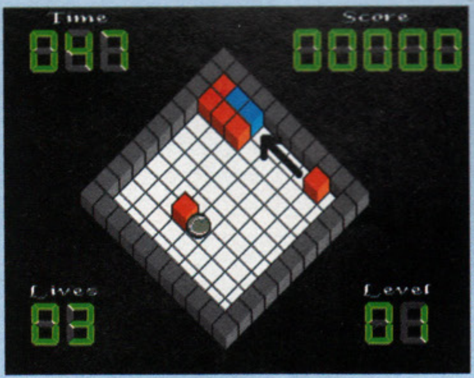
Push the red brick up flush to the blue brick.



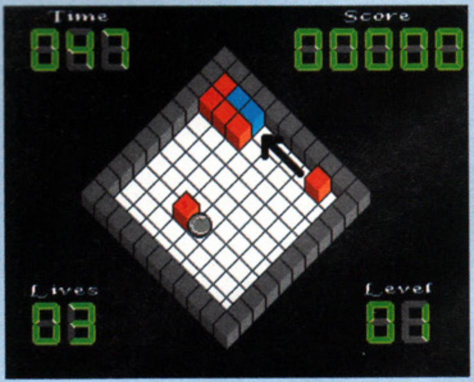
Move another red brick up level to the gap between it's mates.



Make sure it fits before you push. Then slide it home.



Move the block furthest away so it will fit next to the blue block.



Then push it down next to the blue block. The last is obvious.

Using Your **Coverdisk**

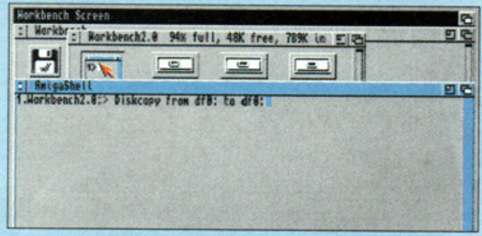
1. Always write-protect your disk. Move the tab so a hole is showing.
2. Copy the Coverdisk and use the copy, not the original. This may sound like a complicated task, suitable only for techno buffs, but it's surprisingly simple to do, just follow the simple instructions for copying the disk which are given below.
3. Read the instructions when using the programs.

Backing up your Disk

There are two ways of making a copy of your disk, and this is the easy one. Don't be daunted by the fact that you need to use the Shell or CLI: it's actually a lot easier than you might think. Just follow these simple steps…



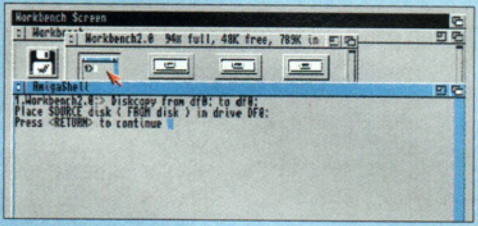
1 Load your Workbench disk. Open the disk, find the icon that says Shell or CLI and double-click on it.



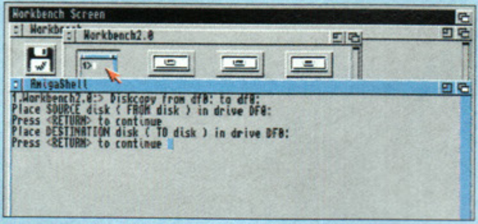
2 When the Shell window appears and the drive light is out, type in:

`Diskcopy from DF0: to DF0:`

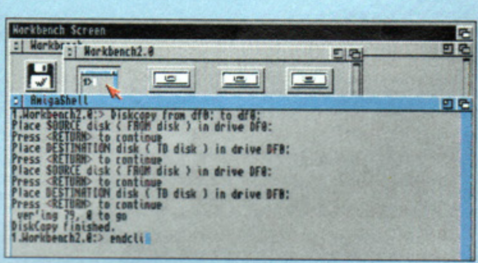
and press the Return key.



3. The Amiga will now ask you to insert the 'source' disk. It means the disk you want to copy, so put the Coverdisk in the drive and press the Return key.



4. Wait for a while and it will read all the information off the Coverdisk, telling you how far it has got. Then it will ask you to insert the "Destination" disk. Put the disk you want to copy your Coverdisk onto in the drive and press the Return key. Note that the disk does not need to be formatted already.



5. Put the source disk and destination disk in a couple more times when the Amiga asks for them. When it says "Diskcopy Finished" just type in:

`endcli`

to get out of the Shell or CLI. You may have to put the Workbench disk in again. Now your copy is ready!

DISK PROBLEMS?

If you have a problem with the disk – and you're sure the disk is in full working order – then you may need a little help. If you ring us on any Tuesday, and ask to speak to Pat McDonald, he will do his best to help you. Please understand, giving this sort of advice is time-consuming and we are very busy people, so only call if you really have to and do be considerate if we can't talk to you just then. If the problem is particularly complex it is better to send it to us in written detail. It will then be dealt with in the Workbench pages of the magazine.

BE CAREFUL!

We have done our best to check that all of the programs on the ***AMIGA FORMAT*** Coverdisk are simple to use and have no viruses. We cannot usually answer complex telephone queries on the software (see the Disk Problems? box) and we do not accept liability for any consequences of using the numerous programs that are on the disk.

COPYRIGHT

Disk not working?

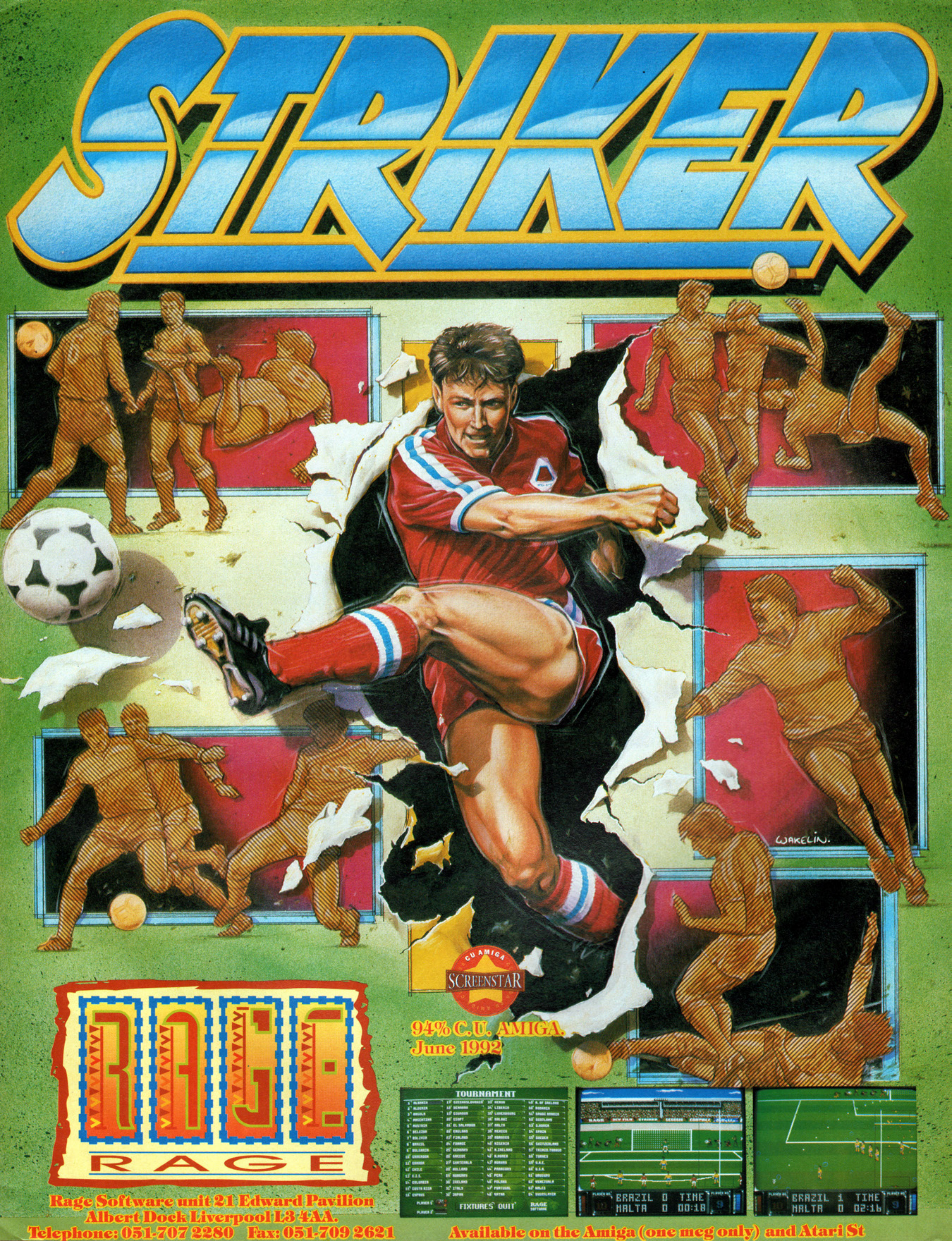
We duplicate nearly 500,000 disks every month. Out of all those, obviously a few will be faulty. If the disk or any of the programs will not load or run properly, there may be a problem. Don't panic!

First try using the *DiskDoctor* utility on your Workbench disk to rescue it before sending it off for a replacement. In-full details of *DiskDoctor* can be found in the user's manual that came with your machine.

However, if your Coverdisk is in fact faulty, you should send it back INCLUDING A STAMPED, ADDRESSED ENVELOPE for a free replacement within one month of the cover date to:

Amiga Format July Disk
Disk Copy Labs
Unit A, Westmarch
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Daventry
Northants
NN11 4SA

Remember to include that stamped, addressed envelope!



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You too Can Do!

If you've ever wanted to dabble with multimedia or just knock up a quick program, this month's Amiga Format Collection program is for you. **Jason Holborn** reveals the wonders of **CanDo Junior**.

Learning to program a computer is ambitious to say the least. so for people who wanted to do some of the things programming is best suited for, but don't need the hassle, Innovatronics came up with *CanDo Junior*, an 'applications generator' that lets you create anything from an accounts package to a game without ever having to get your hands dirty.

Unlike programming languages, *CanDo* uses very little source code. Instead you use a friendly editor that allows you to build up displays and assign operations to gadgets simply by clicking on pictorial icons. Each of these icons then presents you with a requester which allows you to fine-tune the operation of that icon to suit the needs of your own individual application.

CanDo has been used for an unlimited number of things from games and accounts packages to complete multimedia systems that encapsulate all the elements that have made multimedia such a talking point in recent years. Your applications can draw upon *CanDo*'s ability to use sampled sounds, IFF images and even animations. And for those of you lucky enough to own Workbench 2.0, you can even use *CanDo* to control other programs and even hardware devices using ARexx scripts. With *CanDo Junior* at your disposal, you'll never have to touch a programming language to be a programmer!



CanDo can be used to create anything from accounts packages to multimedia information systems.

GETTING STARTED WITH CAN DO – A STEP-BY-STEP GUIDE TO START-UP

***CanDo Junior* will work on any Amiga equipped with a megabyte or more of memory. More memory would help when working on larger projects, but all of the program's operations will work on a 1 Mbyte Amiga. A hard disk is also highly recommended, but it's perfectly possible to use the program on a single-drive machine.**

Because *CanDo Junior* is quite a large program, we've had to crunch the contents of the two *CanDo* disks down onto a single disk using a clever little disk archiving program called *Mash*. Don't worry, getting *CanDo* up and running from its current Mashed state isn't as complicated as it may first appear. Follow the simple instructions below and you too will be CanDoing with the best of 'em!

● Before you go any further, turn on your Amiga and boot up your machine with Workbench. Find two blank disks and format them using Workbench. Once this is done, label them 'CanDo Program' and 'CanDo Extras'. Right, now we can get down to the serious business of de-Mashing the coverdisk.

● Reset your Amiga and insert your coverdisk into the internal drive. After a few seconds the coverdisk will start to do its stuff by copying a couple of files to RAM. Don't worry about what's going on at this stage – the *CanDo* installation program will handle all this for you.

● Once everything has been set up, the *Mash* program will load and you will be requested to insert your first blank disk (labelled 'CanDo Program') and press the RETURN key. The first *CanDo* disk will be automatically de-Mashed and copied to your first blank disk. This takes about three minutes.

● Once the first disk has been installed, *Mash* will ask you to re-insert your Coverdisk. Remove your first *CanDo* disk, write-protect, insert your Coverdisk and the second *CanDo* disk will be copied to RAM.

● Once this is done, *Mash* will once again ask you to insert a blank formatted disk so remove your Coverdisk and then insert the disk you labelled 'CanDo Extras' into the internal drive and press the Return key. *Mash* will then install the second disk. There aren't so many files on this disk, so *Mash* shouldn't take more than two minutes to do its stuff.

● When prompted, remove your second *CanDo* disk, write-protect it and then reset your Amiga and insert your *CanDo* Program disk. After a few moments, the Workbench screen should appear. Using the mouse, double-click on the *CanDo* disk icon and double-click on the *CanDo* icon. *CanDo* will then load.

If you're using a single drive machine, you will be asked to swap between the *CanDo* program disk and the *CanDo* Extras disk during loading. Just follow the onscreen prompts to change disks and *CanDo* will load and then run.

● You're now ready to get started with *CanDo*...

CanDo Junior at a glance

MOST OF US HAVE tried our hands at programming at one time or another, but programming under *CanDo* is very different from the interpreters, compilers and assemblers that coders have come to know and love. Instead of typing reams and reams of code, *CanDo* applications are generated almost entirely by clicking on icons. Each icon has its own specific task – for example, there's an icon that allows you to create a screen for your application, another for adding gadgets to your screen and so on.

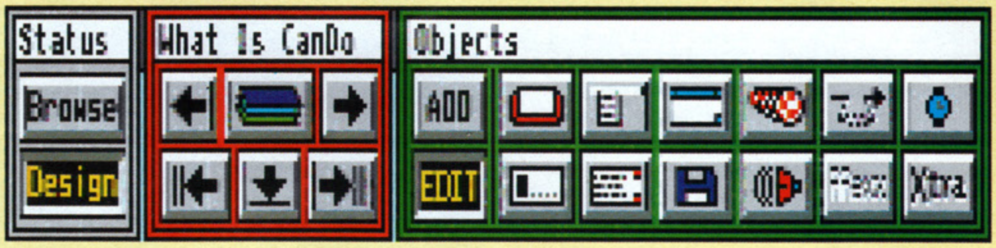
CanDo applications are made up of what the program calls 'Cards'. These cards are a little like subroutines in a traditional programming language. Each has its own screen or window and can contain a variety of different menus and gadgets (called 'Objects' within *CanDo*), all of which are defined by you. In turn, each object can be set up to carry out a particular operation by assigning to it a 'script'. Put simply, a script is a short program written in *CanDo*'s own in-built programming language that performs the task that the gadget has assigned to it. This task could be as simple as loading a file or as complex as manipulating a string of numbers.

On their own, objects and cards are pretty limited, but *CanDo* really starts to shine once multiple cards are defined and then 'linked' to form a *CanDo* 'deck' (a deck of cards, geddit!?). A deck can contain an almost unlimited number of cards which in turn can contain an almost unlimited number of objects, each of which can perform a specific function. Clever isn't it!

THE CANDO ICONS

The *CanDo* main screen actually consists of not one, but two separate screens. At the top of the display is the work area which allows you to view each deck as it is constructed. Sitting patiently at the bottom of the screen in front of the work area is the control panel which contains all the menus and gadgets that make *CanDo* tick.

You'll notice that the control panel is actually split into three separate sets of gadgets labelled Status, UnnamedCard (Card Control icons) and Objects. Here's a quick rundown of what each icon does.



STATUS ICONS



BROWSE

Once your application is starting to take shape, clicking on the Browse icon will allow you to test it out as if it were running as a stand-alone program.



DESIGN

The opposite to the Browse gadget is Design which switches you back to editing your application once you've had enough of testing it out. Note that these two gadgets 'toggle', therefore if you're already in Design mode, clicking on the Design gadget again will have no effect.

CARD CONTROL ICONS



EDIT CARD

This all-important gadget allows you to create new cards and assign scripts to them. If you've created a card that you don't actually need, it can also be used to delete a card. When you click on this gadget, a requester will appear containing a list of the cards that exist in your deck, and four gadgets – ADD, DELETE, EDIT and DUPLICATE.

Not surprisingly, ADD creates a new card and DELETE deletes an existing card. If you have a card already set up and you would like to make a copy of it, click on the DUPLICATE gadget and your wish will be granted. The EDIT gadget allows you to assign scripts to a card that dictate what happens when the user enters or leaves that card.





PREVIOUS CARD/NEXT CARD

If more than one card has already been created, then use these two gadgets to step backwards and forwards between them.





FIRST CARD/LAST CARD

The Previous card and Next card icons are handy when only a few cards exist, but when your application starts to grow, the First Card and Last Card icons come in very handy for taking you to the very first and last cards in the deck.



GO TO

If you wish to jump immediately to a specific card, then the GO TO icon is the man for the job. Once you've clicked on it, a requester will appear listing each and every card that currently exists. Click on the one that you want and you'll be transported straight to it.

OBJECT ICONS



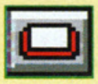
ADD

When in Design Mode (selected from the Status icons), clicking on the ADD icon will allow you to add new objects to the current card. Clicking on this icon won't actually add any new objects – it simply puts the *CanDo* editor into add mode. To actually add an object, you must click on one of the object buttons covered below.



EDIT

The opposite to add mode is edit mode which allows you to edit an existing object simply by clicking on it within the work area. Once selected, the relevant requester for the type of object that you have selected will appear. You can then change its attributes without having to go through an object select requester.



BUTTONS

The buttons icon allows you to create or delete gadgets within the current card. A button is basically an area of the screen that, when clicked upon with the mouse, will perform a specified operation defined by allocating a script to the button in question. When you first click on the Button icon, a requester will appear prompting you to mark out the rectangular section of the screen that the button is to inhabit. Buttons can be as large or as small as you like but it's important to remember that the larger your buttons, the less can be placed on your card.

If you're happy with the button's position, click the left mouse button again and the Button Editor will appear. This requester allows you to edit the position of the button, it's size, style and what happens when the user clicks on it. Each button can be assigned one of four scripts – Click, Drag, Release and DoubleClick. The script for a button dictates what action will be taken when the button is clicked on with the mouse.



WINDOWS

Each and every *CanDo* card that you create has its own screen and window. Although these will automatically be created when you add a new card, the Windows icon allows you to alter both the card's screen and window to suit your own particular needs.

When you click on the Window icon, the Window Editor requester will appear. Along the left hand side of the requester are four gadgets – Dimension (sets the screen's resolution, number of colours, position and size), Window Colours, Objects (adds or removes standard Intuition window gadgets from the window) and options (lets you set various attributes that effect the window – whether it is opened in backdrop mode etc).



MENUS

If you would prefer to restrict the number of buttons that appear on a particular card, then you can add pull-down menus instead. *CanDo* gives you full control over the format of these menus and scripts can be assigned to each and every menu entry. *CanDo*'s menu support is particularly powerful and you can even assign images to menu entries for added visual impact.

FIELDS

Fields are another type of gadget that *CanDo* supports. Put simply, a field is an area of the screen into which characters can be typed by the user. *CanDo* provides two types of field – text (can handle any type of text) and Integer fields (for whole numbers only). *CanDo* gives you considerable control over the format of the field including its outline, type of justification (left, right and centred) and the maximum number of characters that can be entered into the field.

DOCUMENT

CanDo's document objects come in two flavours – a Memo Editor and a List Selector. Memos are simply text files that can be viewed or edited using *CanDo*'s built-in text editor. If a Document object is created and then set up to be a Memo, when the user clicks on it the relevant text file will be displayed.

A List selector is simply a type of gadget that contains a vertical list of entries, each of which can be set up to perform a specific function. The files list within a file requester is a form of List selector.

TIMER

The Timer object can be very useful when you want a particular action performed either at a regular interval (a 'Do you wish to save your work?' requester, for example) or at a specified time (*CanDo* calls these two different types of event an Interval and an Alarm). Once you've chosen the type of event that you want (Interval or Alarm) you then simply set the onscreen timer and then assign a script to the object.

SOUNDS

If a script that you have assigned to an object plays a sound, then the Sounds object can be used to watch for this event. By telling the Sounds object which sound to watch out for, every time the sound is played, a specified script will be performed. The Sound object can be assigned a script that either performs the script when the sound first starts to play or once the sound has stopped playing.

ANIMATION

Like the Sound icon, the animation object waits until a particular animation is launched from a script and then performs its own script. This quite powerful facility allows you to perform a script on each frame of an animation, on specified frames or when a moving *DPaint* AnimBrush reaches a specified destination.

DISK

The disk object provides a nice simple method of performing a script when a disk is removed from or inserted into a drive. You could, for example, have the Amiga play a sampled burp when a disk is removed from the drive and a gobbling sound when a disk is inserted. Very useful indeed, I'm sure you'll agree!

ROUTINES

If you've written a *CanDo* script that is used by more than one object, then *CanDo*'s powerful routines icon is for you. Routines are basically global mini-scripts that can be called and used by any object.

AREXX

Using the ARexx object icon, you can set up a card so that it continuously listens to any one ARexx port. This way, external programs can communicate with your *CanDo* application simply by sending it a message down an ARexx port. When a message is received, a specified script is performed. Note that unless you own Workbench 2, this feature will not be available.

XTRAS

The Xtras icon is really there for future expansion only. As Innovatronics bring out new object types for use with *CanDo*, you will be able to gain access to them simply by clicking on the Xtras icon. This will present you with a list selector containing a list of any new object types that you have installed. At the moment though, this list will be empty because you have no extras.

KEEPING TO THE SCRIPT

The real power of *CanDo* comes from its scripting language, a sort of mini programming language that contains no fewer than 200 separate commands and functions. Like a modern BASIC, *CanDo's* scripting language contains all the flow control constructs and decision-making commands that you'd expect to find in a modern programming language.

***CanDo*'s scripting language includes commands to handle movement around your *CanDo* deck, commands to handle screens and windows, play animations and sampled sounds, load and save files, talk to other programs through ARexx and an extensive selection of data manipulation commands that give your application the power to manipulate all sorts of information fed to it. Obviously it would be impossible for us to cover every command with the detail that they deserve, so here's a quick run down of a few commands that you might want to play around with.**

NEXTCARD – skips to the next card in the deck. If the current card is actually the last in the deck, *CanDo* will automatically wrap around to the first card.

PREVIOUSCARD – Skips back one card Once again, if the current card is actually the first in the deck, *CanDo* will take you to the last card in the deck.

GOTOCARD "cardname" – The GotoCard command gives you a quick and easy way of skipping to a specified card from within a script. You could for example assign it to a button which allows the user to skip back to a main menu card. 'Cardname' is simply the name of the card that you wish the script to skip to.

SHOWPICTURE "filename" – As the name suggests, ShowPicture loads and then displays a specified IFF picture. *CanDo* can handle images in just about every Amiga screen format including HAM, overscan and Extra HalfBrite.

PRINTTEXT x,y,"String" – The CanDo PrintText command is very similar in many ways to the BASIC Print command. By specifying an X and Y co-ordinate for the text position on the screen, the command simply places the text defined within the double quotes on the screen.

SHOWBRUSHANIM "Filename",X,Y -
ShowBrushAnim loads and then displays a standard *DPaint* AnimBrush at screen co-ordinates X,Y.

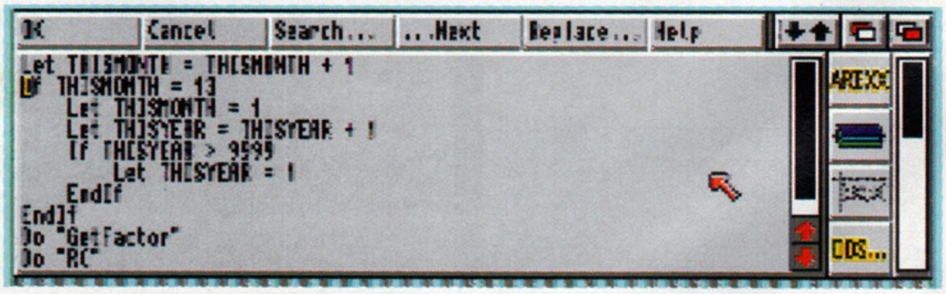
PLAYSOUND "Filename" – Loads and then plays an IFF format sampled sound.

DOS "dos command" – The Dos command provides a quick and easy method of running external programs from within *CanDo* decks. For example, Dos "Dir DF0:" will display a directory of the disk in the internal drive.

DrawLine X1,Y1,X2,Y2 – Not surprisingly, the DrawLine command draws a line from screen co-ordinates X1,Y1 to X2,Y2.

SpeakTo "Portname" – The SpeakTo command tells *CanDo* which ARexx port it should be communicating with. Each and every ARexx port will have its own identification name.

SendMessage "Message" – Sends an ARexx message defined within the string "Message" down the ARexx port you specified with the SpeakTo command. Messages can also be received using the ListenTo "PortName" command.



The *CanDo* Script language looks and performs in a very similar manner to conventional BASICs. As well as *CanDo*'s more specific functions, it includes all the constructs that you'd expect to find in a modern programming language.

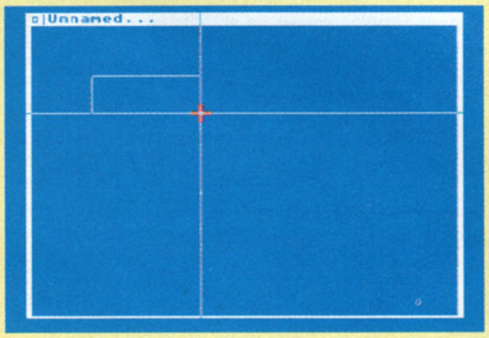
Your First CanDo Program

CanDo Junior is a very powerful piece of software so to get you started we present this very quick tutorial that aims to teach you the basics behind creating applications within CanDo.

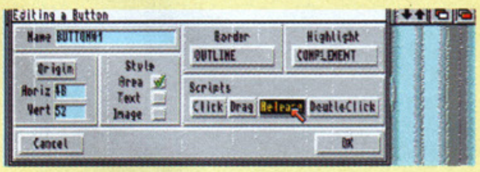
Our demo deck is hardly awe inspiring stuff, but as a demonstration of CanDo's simplicity, it's perfect. The deck you will create comprises of two cards linked together via a single button on each. When you click on a button, you'll be taken to the next card. Click on the button on that card and you'll be taken back again.



***CanDo* automatically opens** one Deck for you when the program is first loaded, so we can get stuck in straight away. Click on the 'Button' icon and a requester will appear containing four gadgets and a list requester (don't worry if it's empty - we haven't actually created any buttons yet!). Click on 'Add' and a requester will pop up informing you that you need to tell *CanDo* the origins of your new button. Click on 'Ok' and the requester will leave and you'll be shown the full work area.



Move the mouse pointer where you want the top left hand corner of the button to start and then press the left mouse button and drag out a rectangle to the shape of your button. Once you're happy with the button, release the left mouse button.



Once this is done, the Button Editor will appear. We now need to create a script for this button so locate the 'Release' gadget and click on it once.



After a few moments of disk access, the *CanDo* script editor will appear. Enter the line 'NextCard' and then click on the 'OK' gadget.



Now that the button has its control script, we can make the button itself look a bit prettier by changing its border. Click on the Border gadget and a selection of borders will be displayed. Click on the 'Embossed' border type and then click on 'Ok'. Click once more on 'Ok' and then press 'Exit' and you'll be back to the control panel screen.



Now that one card has been completed, we need to duplicate it. Click on the 'Edit Card' icon and a requester will appear asking you which operation you require. Click on 'Duplicate' and the Duplicate Card requester will appear. Inside a string gadget will be the words 'Copy_Of_Card#1'. Click the mouse pointer inside this and then change it to read 'Card#2'. Click on the 'Ok' gadget and then on the 'Exit' gadget and you're ready to test out your *CanDo* application.

Essentially, all that we have done so far is to create two screens – known as cards, of course – between which we can switch. We've also created an on-screen button that will switch from screen to screen. Imagine if the screens contained text or pictures.



Click on the 'Browse' gadget and then click on the gadget that you have created within the work area. Although the screen will appear to simply disappear and then re-appear, you are in fact flicking between two cards. Not very exciting I know, but you now know the basics of working with *CanDo*!

Obviously the demo application that we have created is very limited, but already you should be able to create an interactive information system using nothing more than the tools that you've used above. With this in mind, let's have a go at extending our demo deck to display a picture on each card...



Going back to the control panel screen, click on the Windows icon and the windows requester will appear. Locate the 'Dimension' gadget, click on it and the dimension requester will appear. This requester contains all sorts of useful info about the current deck's screen. We're not actually interested in twiddling around with these controls, so just click on the 'Picture' gadget. A file requester will then appear. Click on the 'Rabbit.pic' file and then click on 'Ok'. You will then be transported back to the Dimension requester. Note that because we have told *CanDo* to load a picture, the dimensions of the current deck will have changed to those of the picture that we're going to load.



Click on the 'Ok' gadget for this requester and after a few seconds disk access, the picture of a rabbit will be loaded into our demo card. That's one card complete so all that remains is to do exactly the same for the second card. Click on the 'Next Card' gadget, repeat the process detailed above and once this is done, click on 'Browse' to test your new interactive slideshow.

The rest is up to you...

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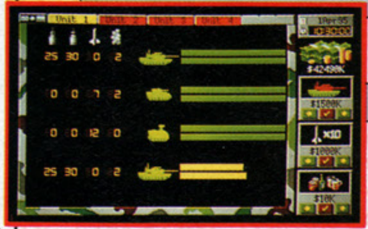
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Screen shots taken from Amiga version

Access VISA

A500 Plus to cease production

The Plus was launched under a wave of controversy, and after being in the shops for less than a year, will it depart in the same way it arrived?



With the arrival of the new Amiga 600 (reviewed on Pages 28-9) it seems that the A500 as we know it is on the point of vanishing forever. However, with the majority of the United Kingdom's 1.2 million Amigas being A500s and A500 Pluses, Commodore are going to be committed to continuing support for the most popular Amiga.

Volume production of the A500 Plus has ceased already, there is presently just one factory that is still turning them out. It appears that this is simply to fulfil Commodore's commitments for already existing orders for the popular A500 Pluses, such as those to certain mail-order catalogues.

The only A500s left in general supply are those currently in the distribution chain, actually with dealers or in warehouses. Most dealers estimate that the Plus will be available for several weeks and then start to get scarce. Get 'em while they're hot.

Commodore have already received a degree of criticism from British commentators for killing off the A500 Plus, because the critics believe that the A600 is not as flexible and expandable as the older machine. Whether or not this is valid comment is very much a matter of opinion.

So is the A600 a worthy successor to the A500? Well, to find out what we really think of the new Amiga, read the full review and opinion on Pages 28-9 and then the feature that follows on Pages 31-34, in which we discuss the merits of the A600. It could cause a few raised eyebrows!

A600 comes to the crunch

Commodore's new Amiga 600 will receive the full benefit of a tie-in with Smiths Quavers crisps in the nationwide promotion surrounding the appearance of the new machine.

The new Amiga went on sale at the beginning of May and will now be replacing the A500 Plus altogether. Computers (rather than cheese!) are definitely the flavour of the month at the moment, with the Sega and Nintendo consoles also vying for their share of the limelight.

The Smiths Crisps tie-in is the start of a high-profile campaign in the national media for the Amiga, which will build up awareness of the new machine as the year wears on. Competitions in national newspapers will follow soon.

Meanwhile, Commodore are raising the profile of the new machine in the computer trade with ads focussing on the reliability of the surface mount technology (see Page 31 for more details). The A600 is the first home computer to come with an on-site maintenance warranty.

After a few weeks of no software, the A600 will now be bundled with a specially-adapted version of *Deluxe Paint III*. No other software is to be included, but it is expected that towards the end of the summer the successor to the A500 Cartoon Classics pack will be released, featuring big-name game tie-ins to push the Amiga 600 into Christmas.



All your DTP font problems solved?

A new company has emerged with the sole aim in life of providing scalable fonts for DTP, which has to be an absolute must for Amiga enthusiasts. It's clear from their range and products that EM Computergraphics have an enormous amount of expertise in the tricky area of fonts and can provide professional help and advice to customers.

Their two main ranges of fonts are a set that are freely-distributable and they retail in 'volumes' of between two and five disks, at a bargain price of only £2.50 per disk. The complete catalogue of professional fonts from Computer Safari in the US is also available and varies between £8 and £13 per disk of fonts.

If you send for a set of literature from the company you'll see for yourself the enormous range of different typefaces available. It's a remarkable facility for any DTP fan to have available.

EM Computergraphic, 8 Edith Road, Clacton on Sea, Essex CO15 1JU. 0255 431389

CD-ROM drive now under review

Although Commodore are still insisting, despite industry rumours, that the first A570 CD-ROM drives will go on sale this month, it seems that a new version is being prepared and Commodore are listening hard to criticism of the prototype.

This month we review what was supposed to be the finished model A570 (check out Pages 36-7 for the definitive review), but it now looks as if that model is still very much a prototype.

Commodore are known to be presently working on modifications, including proper connections for hard drives and other expansion peripherals which has been one of the major criticisms of the 570. One of the other possible changes is the use of a new drive unit to give improved quality when the CD drive is used as an audio player. This modification to the ROM drive might well result in an increased price, possibly even to as high a price bracket as £399 rather than the lower £299 target.



After already having a name change, the A570 looks like it will be undergoing modifications before it's released.

Raw materials in motion!

CDTV developers, animators and anyone producing videos using the Amiga will be pleased to know that they can obtain high-quality stock footage for use in their own productions.

It would be difficult to film the space shuttle in action for yourself, but by purchasing a videotape of library footage from the Firstlight Inc's Multimedia Video Library you obtain full copyright permission to use sequences in anything you create.

Each volume in the library covers a particular subject area and contains around 150 different eight-to-ten-second sequences. Twelve volumes are currently available on subjects from children and Americans at Leisure to the space program, world art and architecture and transportation.

Each volume is available on laserdisc, BetaCam or Umatic format and costs around $600. For more information, contact Firstlight Inc, 15353 NE 90th Street, Redmond, WA 98052 USA or telephone 0101 206 869 6600.

Expansions on the way

Phoenix, the first company to offer expansions for the A500 Plus in the UK, are already working on stuff for the A600 and have also announced a bunch of new bits and pieces in their range.

The new range includes a keyboard-switchable ROM sharer, a MIDI interface, a sampler, a joystick/mouse switcher, a SCART/video switcher, an external disk drive and a power supply booster.

There's not enough space here to go into more details, but full information about the range can be obtained direct from Phoenix on 0532 311932.

Video on free demo

Optonica, manufacturers of the Simpatica video-recording system, have taken over distribution of Simpatica and are offering a free videotape demo of how it works to anyone who is thinking about buying.

Simpatica is a professionally-targeted frame-by-frame recording system from transferring Amiga animations to videotape. It costs £999 for the system so it's not cheap, but for that you get guaranteed results of the highest-possible quality.

For more information, telephone or fax Lee Gibson at Optonica on 0455 558282 (voice or 0455 559386 (fax).

Video Studio updated

Video Studio, the all-in-one utility created by video professionals for use on the Amiga but aimed mostly at the video market, was launched in its new third version at a recent video show.

The new version features over 30 different fonts for use in the character generation and titling section of the program. It has two completely new programs for titling, plus a whole batch of other utilities for mechanical functions like test patterns, key wipes, timeclocks and special effects. There's even an optional program that allows you to create your own teleprompter!

Impressions from early screenshots are that this is an extraordinarily well thought-out and presented release. More info from ZVP on 0268 411719.

Graphics fans, fame awaits!

Elite publications of Peterborough are planning to publish a book and a video featuring the works of Amiga painters and animators and are looking for entries to be submitted to them. There are prizes for the top three animations and the top three pictures, but the best of the rest will get the satisfaction of seeing your work in print.

Still images fall into three categories (hand-drawn in *Deluxe Paint III* or similar; hand-drawn in a

Continued on Page 22

A1500 and 2000 sure to be replaced

Rumours that the Amiga 1500 has already vanished have been squashed by Commodore UK, who put the rumour down to a small supply problem that has been affecting the machines of late. However, it is now clear that several new Amiga models will appear later in the year and the Amiga 2000 has to be the favourite for being replaced.

A revealing statement by William Sydney, one of the top development people in Commodore US, printed in full on Page 32, comments "We have plans to introduce a number of other new Amiga models this year. While I can't reveal the details of these machines at this point, I would like to say that we plan to provide significantly better capability and value for the user in these new systems." It goes on to say, "A large and continuing effort exists to improve the performance and functionality of the Amiga chip set."

The Amiga 2000 is the same age as the A500 and equally susceptible to replacement. It would also make sense for two of the new machines to be as follows: one, a mid-range semi-professional unit, priced for easy upgrade from the A600 and designed to be everything the A1500 was marketed as; and two, a new A2000 replacement offering enhanced capabilities for DTV and graphics use.

Naturally, any details are as yet pure speculation, but it seems likely that the Amiga range will be far stronger and more coherent and offer even more value this time next year.



News from the US looks like confirmation that it's not just the A500 Plus that we are going to be saying farewell to. It might be goodbye to the 1500 and the 2000 as well.

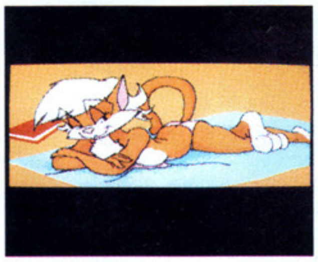
Amiga sweeps the awards at international graphics festival

When the best of the world's home-computer graphics and animations went under the public eye in this year's international Bit.Movie festival in Riccione, Italy, the Amiga came away as clear winner, winning every single award.

Competition from entries generated on Macintosh and IBM PC-compatible machines amounted to exactly nothing when none of the other machine's entries managed to win a single award category, either in the categories voted for by the crowds who attended, or in those voted for by the event's panel of judges.

The annual festival in the small Italian town is rapidly emerging as one of the major events in computer graphics. Plans are already under way for the 1993 event.

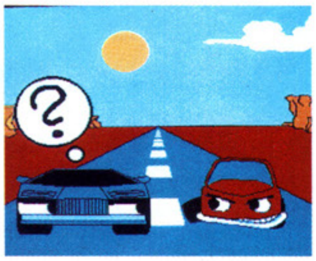
If you're interested in competing next time around, write to: Bit.Movie 93, Circolo Ratataplan, c/o Carlo Mainardi, via Bologna 13, 47038 Riccione, ITALY.



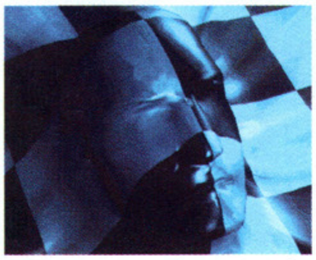
Eric Schwartz's 'At the Beach' won both top places for 2D animations.



'Sfaccio' came away with first prize in the 3D anim section.



'500TL vs Countach' was awarded the judges' third prize, for effort.



'Linoleum' was voted top 3D anim by the audience, but came third.



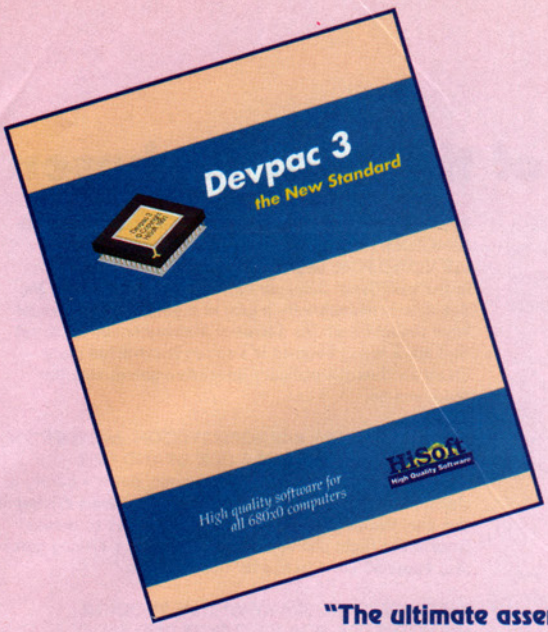
'Par 1' was given second prize in both categories of the 3D section.



'Atelier' won the special prize for static images at Bit.Movie festival.

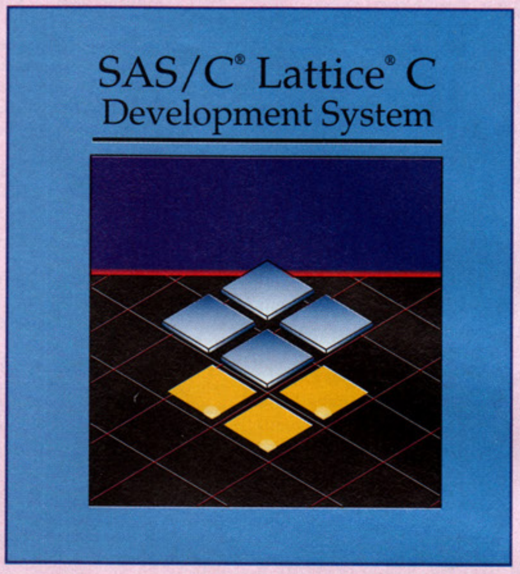
Some reasons to be cheerful

HiSoft is renowned for its range of language systems, utilities and entertainment programs on the Amiga. We have been writing for the Commodore 680x0 computers since they were first introduced into the UK and thus we know both the hardware and software intimately. Our company policy is always to offer the highest quality software at an affordable price with a complete range of backup support options - in these uncertain, difficult times, we'd like to put a smile on your face.

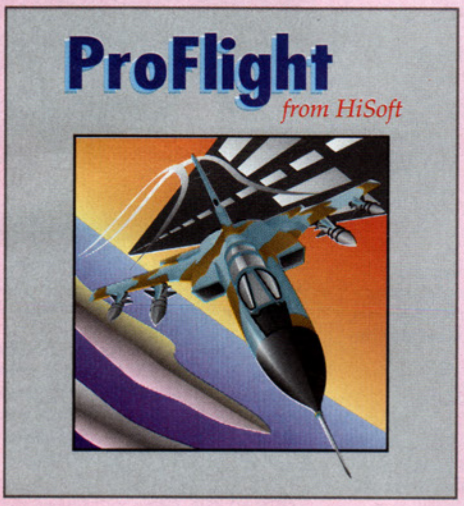


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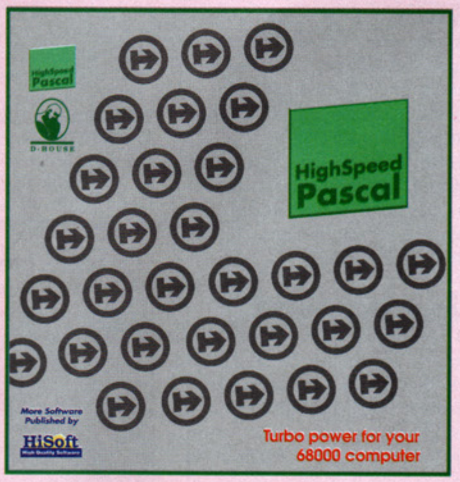
Amiga Format Gold 4/92



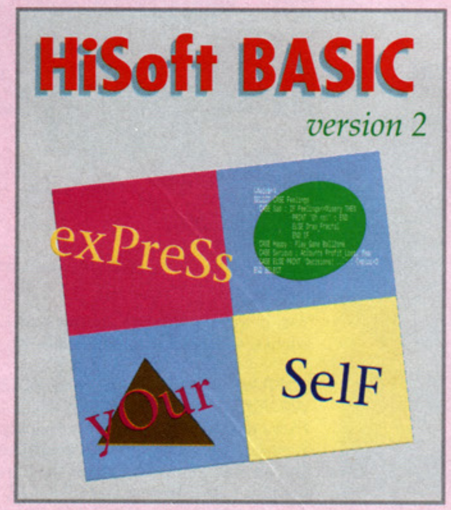
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At the moment we have the popular K-Spread 4 spreadsheet and K-Data database available (see our order form on the right).

We also have stock of all the 3rd Edition Amiga ROM Kernel manuals from Addison Wesley, together with the excellent 3rd Edition of The AmigaDOS Manual (Bantam Press).

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HiSoft Software is available from all good computer shops. If you should have difficulty in obtaining any HiSoft product, you can order directly from HiSoft using this order form. You can pay by post/fax/telephone using Mastercard/Access/Visa/Switch/Connect etc. or simply send us a cheque/PO. Some free gifts are available for direct purchasers. Prices include P&P and VAT within the UK.

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HiSoft The Old School, Greenfield, Bedford MK45 5DE

HAM paint program; generated by fractal or 3D techniques) and should be submitted on disk. Animations also fall into three categories, according to how they are submitted (*Deluxe Paint* anim files of up to three disks; stand-alone animations or demos of up to three disks; VHS video tapes of any length.

There will also be a prize of a *Technosound* sampler for the best 10 sound samples submitted and the best samples will be released on a Public Domain disk after the event has been judged.

All entries must include a name, address, age if under 21 and an SAE for return. Closing date is the end of August. Send entries to Elite Publications, Unit 4 Paston Lane, Walton Peterborough PE4 6HB or telephone 0733 571109 for more details.

Amiga robotics takes off

Switchsoft manufacture a range of add-ons for your Amiga that allow you to control robots you have constructed. They supply an I/O device to hook things to your Amiga and a number of kits for robots that you can control. They provide all manner of bits and pieces, from pulleys to gears, they also sell technical Lego, and they can provide free advice on any aspect of making your own robot. Switchsoft 0325 482454

Help for C coders

The Amiga C Club (ACC) is two years old, has registered members from all over the world and can help you with your C coding problems. It is run by Anders Bjerin, one of the top names in PD coding and a regular contributor to **AMIGA FORMAT** Coverdisks.

The Club produces a series of disks called the Amiga C Encyclopaedia, much of which is only available to members, and can offer all kinds of assistance from program design to specific questions. The Club can also help in digitising pictures and sound effects, and members may use club code and information in their own programs or articles.

The club is based in Sweden, which presents a couple of minor problems if you want to join. The easiest way is to obtain a copy of the Amiga C Encyclopaedia in its freely-distributable form from a PD library. You can then register by sending £30 or equivalent, preferably in cash by secure post, to the club. Apparently it costs a lot to cash foreign cheques in Sweden. Postal Orders are an alternative. Registered members get full support, the unpublished parts of the manual and all other benefits. If you can't find the PD version of the Encyclopaedia, the whole lot is available direct for £45.

Anders is a trustworthy guy, speaks and writes perfect English and this club seems the ideal way for C coders to get together and help each other out. The address is Datra Amiga C Club, Anders Bjerin, Tulevagen 22, 181 41 LIDINGO, SWEDEN.

Try this, Amiga gamers!

If you're into RPG-style games and you've never tried play-by-mail, a new game set up entirely on an Amiga might interest you. Play-by-mail is a system where players enter their moves for each 'turn' of a game in the form of a letter to the games master or moderator. The moderator will reply with a couple of sides of A4 in the form of a story, describing how you have fared as a result of your turn and awaiting your next instructions. It's an intriguing, if slow, way to play a massive game with many other users involved.

Phantom Designs of Nottingham have set up their PBM game using an Amiga and spent six months testing it in play. They are now ready to sign up players for the game, which goes by the name of 'This Cold Moon'. Play costs £6.50 for a signing-up fee and £2.50 per turn, usually with one turn being made per month. It's a good way of having fun – and getting the odd unexpected letter! **AMIGA FORMAT** readers can join for a reduced fee of £5.50. For more information write to Phantom Designs, 6 Lower Road, Beeston, Nottingham NG9 2GL and enclose an SAE.

The 1991 game of the year is chosen

There seem to be a number of different awards ceremonies around, but one of the most significant is the batch given out at the European Computer Trade Show every year. This is as close as the computer games industry gets to the 'Oscars' of the film industry.

These awards are voted for by the computer magazines of Europe, and we thought you might be interested to see who came out top. Of course the real action will be next month, when we see what programs **AMIGA FORMAT** readers voted for in our Great Survey: the **AMIGA FORMAT** Readers' Awards…

BEST CD GAME: SIM CITY (INFOGRAMES)
WE VOTED FOR: SIM CITY
There aren't too many games out on disc for CDTV as yet, and of those *Sim City* was probably the one best suited for conversion to the new format. The CDTV version also adds a number of new scenarios and effects, and a very fine studio-recorded hi-fi soundtrack.

BEST PACKAGING: 3D CONSTRUCTION KIT (DOMARK)
WE VOTED FOR: 3D CONSTRUCTION KIT
A nice, big, shiny black box with a floppy front that oozed perceived value. Not that a box really matters, of course.

BEST HOME PRODUCTIVITY PACKAGE: AMOS 3D (EUROPRESS SOFTWARE)
WE VOTED FOR: ERRM… WE CAN'T REMEMBER
Not really the ideal winner, but then again Europress Software deserved it with Easy AMOS which was released just before the awards took place. We can't remember what we voted for, but we think it was *Deluxe Paint IV*, which… errm… would have been a bit irrelevant looking at the next category.

BEST ART PACKAGE: DELUXE PAINT IV (EA)
WE VOTED FOR: DELUXE PAINT IV
Of course. One thing to note at this point is that these awards are supposed to cover the whole home computer industry, so there's no reason why Amiga programs seem to keep coming out on top the whole time. Except that the Amiga's got all the best software…

BEST SOUND: WING COMMANDER 2 (ORIGIN)
WE VOTED FOR: FIRST SAMURAI
All right, if you've got a PC, 20 Mb of hard-disk space and an extremely expensive sound card then this winner probably sounds OK. It won't ever come out on the Amiga. PC owners are sad people.

BEST GRAPHICS: WING COMMANDER 2 (ORIGIN)
WE VOTED FOR: FIRST SAMURAI
The way this went is a farce. If you load your images one by one from hard disk they're bound to look good, but that's hardly the point. Not a deserving winner, in our very biased opinion.

BEST ACTION GAME: LOTUS TURBO II (GREMLIN)
WE VOTED FOR: JAMES POND, ROBOCOD

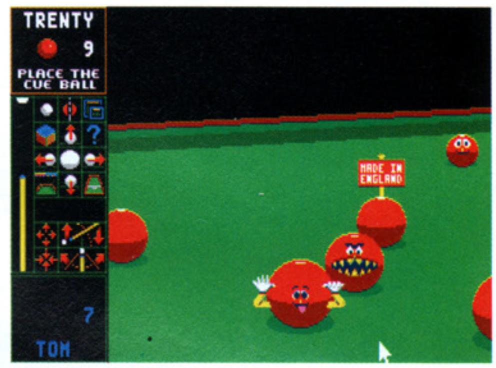


It's a very good game, it's addictive and is particularly enhanced when played against a friend – note, an Amiga game too – but it's just a simple driving game, after all. We think that *Robocod* was far more original and action-packed, but that's the way the cookie goes soggy when you dip it in your coffee.

BEST ADVENTURE/ROLE-PLAYING GAME: EYE OF THE BEHOLDER (SSI/US GOLD)
WE VOTED FOR: SECRET OF MONKEY ISLAND
In the traditional *Dungeon Master* RPG style, *Eye of the Beholder* is undoubtedly a gem of a game. But we would have thought that *The Secret of Monkey Island* stuck out that much more, because it's so fun it attracted more attention than the ordinary adventure games can. But there you go.

BEST SIMULATION: RAILROAD TYCOON (MICROPROSE)
WE VOTED FOR: FORMULA ONE GRAND PRIX
Oh, come on! It's a good strategy game, but it's hardly a simulation, is it? None of the excitement of train driving in this one! We had an embarrassment of riches to choose from in the flight sim dept but plumped for a driving game that beats all the others ever hands-down.

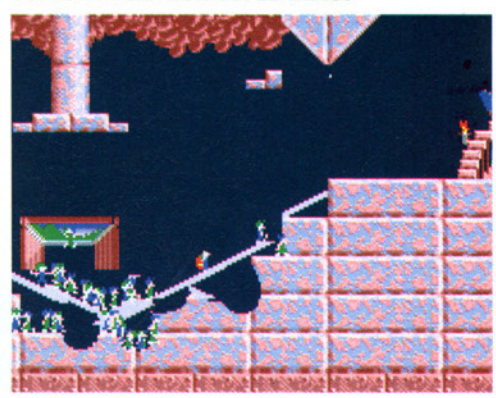
BEST SPORTS SIM: JIMMY WHITE'S SNOOKER
WE VOTED FOR: PGA TOUR GOLF AND JIMMY WHITE'S SNOOKER



A close toss-up, but a worthy winner. A stunning game. It certainly featured highly in the **AMIGA FORMAT** team's top fives in our Christmas issue.

MOST ORIGINAL GAME: CIVILISATION
WE VOTED FOR: ERRM… CAN'T REMEMBER!
We're told this is an astonishing game, but it's only on the PC. Pete Molyneux of Bullfrog loves it, he tells us, and we think we voted for his Populous 2, but that's a sequel. We might have voted for Lemmings. I dunno.

GAME OF THE YEAR: LEMMINGS (PSYGNOSIS)
WE VOTED FOR: PROBABLY LEMMINGS



Yes, it was an absolute stunner really, wasn't it? What a winner, what can possibly replace it?

SOFTWARE PUBLISHER OF THE YEAR: MICROPROSE
WE VOTED FOR: ELECTRONIC ARTS
Tricky one, this. 'Prose are undeniably consistent in the quality department, but their stuff tends to be a little bit dry, all sims and strategy, for the Big Cheese award. We felt that with a line-up like *DPaint IV*, *Populous 2* and *PGA Tour Golf* in one year EA had snatched it.

HARDWARE MANUFACTURER OF THE YEAR: SEGA
WE VOTED FOR: COMMODORE
Humph.

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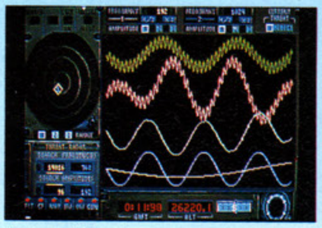
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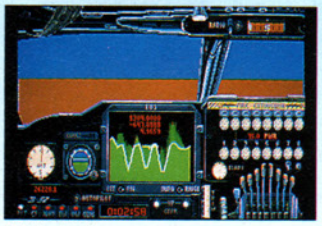


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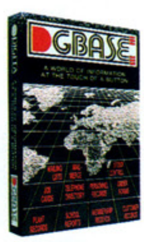
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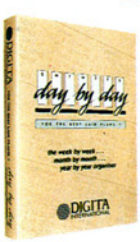
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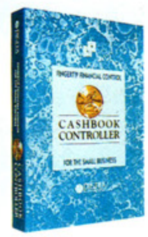


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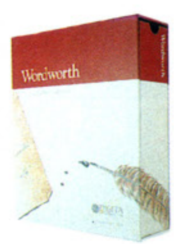


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What will happen to the Amiga now?

The next few months are going to be a crucial time for the Amiga. With new models released and on their way into a subtly changing computer market, it's time for anyone who cares about the Amiga to think long and hard about where we're all going. In a special feature this month, we look at the two new models and ask some hard questions about the future of the Amiga. And you'll discover some pretty intriguing answers, too…



THE AMIGA 600 IS HERE

Read the full review and see what's inside an Amiga 600 on Page 28



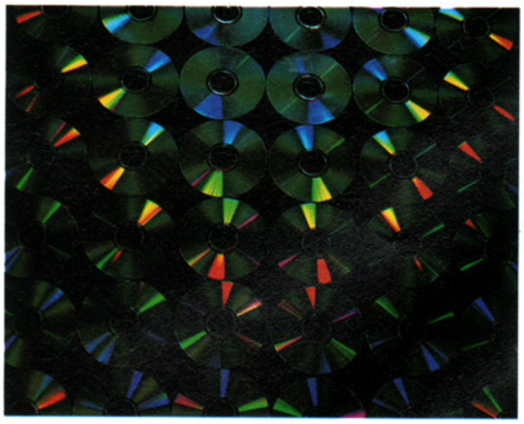
THE A570 CD-ROM HAS ARRIVED

Discover how CD power has arrived on the Amiga, turn to Page 36



THE AMIGA 500 IS DEAD LONG LIVE THE AMIGA?

Find out what ***AMIGA FORMAT*** thinks of its demise and how we think the Amiga 600 will fare in its place on Page 31



CAN THE CD AMIGA SUCCEED?

See if a CD drive can bring you the future of computing, or is destined to be an expensive white elephant… on Page 38

A new Amiga arrives. It's the most exciting thing to happen to the Amiga since the introduction of the A500 in 1985. It's got an awful lot to live up to, but it's scored with a few good ideas. Is it looking like a winner? **Damien Noonan** takes it apart and shows you round.

The Amiga A600



Notice the reduced keyboard (this is a German machine, so it has a slightly weird key layout). The arrow keys are clustered bottom right. The three lights are Power (top), Floppy drive access (middle) and hard disk drive (bottom).

THERE'S CERTAINLY ONE good sign hiding away inside the new Amiga. Right there on the circuit board, where the A500 had the immortal words "Rock Lobster", it says "June Bug". It's the name of a song by the B-52s, from their most recent album. A worthy tradition continues…

Quite apart from bearing the Amiga's standard for cool in-jokes, though, the A600 has a lot else to live up to. It's going to replace the Amiga 500 entirely and be the mainstay of a whole new generation. But is it really a step in the right direction?

Well, there's another clue on the circuit board too. Does it say "A600"? No, it doesn't. It actually says "A300". Weird, huh?

Just in case you weren't up on the rumours, towards the end of last year word was going round that Commodore would release a new, low-price, console-beating baby Amiga. It was to be called the Amiga 300. This is it.

So, why on earth is it now called the Amiga 600? Pure marketing. Commodore have obviously decided they want it to be seen as a step on from the A500, so they called it A600. Simple as that.

We don't really want to be distracted by that, though. The important thing is, what do you get if you buy an Amiga 600?

Basically, you still get an A500 Plus. This is intrinsically the same as the A500 Plus in architecture, with the same Agnus, the same 68000 CPU, the same Denise chip. It's got 1Mb of chip RAM like the Plus and it should – in theory at least – run all software that an A500 Plus will run.

The way the whole thing is put together is substantially different, though, not least because the whole thing is a great deal smaller. The board is small and very tidy. The main difference is in the use of what's called Surface Mount Technology, SMT, which means that the chips are attached directly to the board rather than plugged into sockets from which they can be removed.

The only exception to this is the Kickstart chip. This is Kickstart 2.05, a slightly new version. When you switch the machine on, the same 'Insert disk' animation on a purple background appears on the screen, the only difference being that the Kickstart number is quoted as 37.300 rather than the A500 Plus' 37.175. Trainspotter stuff.

So the Kickstart chip can be replaced at a later date, but the other chips cannot. The ECS Denise is fitted, so it will have the extra graphics modes, if anyone ever wants to use them. The Agnus is slightly different but carries the same serial number, and is the one that gives 2Mb of chip RAM.

THE A600 AT A GLANCE

- **£399, *DPaint III* and one-year on-site maintenance warranty.**
- **A600HD is £499 with the addition of a 20 Mb internal hard drive.**
- **Basic architecture is identical to Amiga 500 Plus – ECS Denise and Fatter Agnus chips. Should be no more software problems.**
- **Surface mount means machine is cheaper to make and more reliable but custom chips cannot be upgraded.**
- **Kickstart version 2.05, socket mounted so can be replaced.**
- **Workbench and Extras version 2.04.**
- **Internal TV modulator for direct connection to TV.**
- **IDE connector for miniature internal hard disk drives.**
- **'Credit card' slot, PCMCIA standard, replaces the edge connector. Software on cards and expansions should follow.**

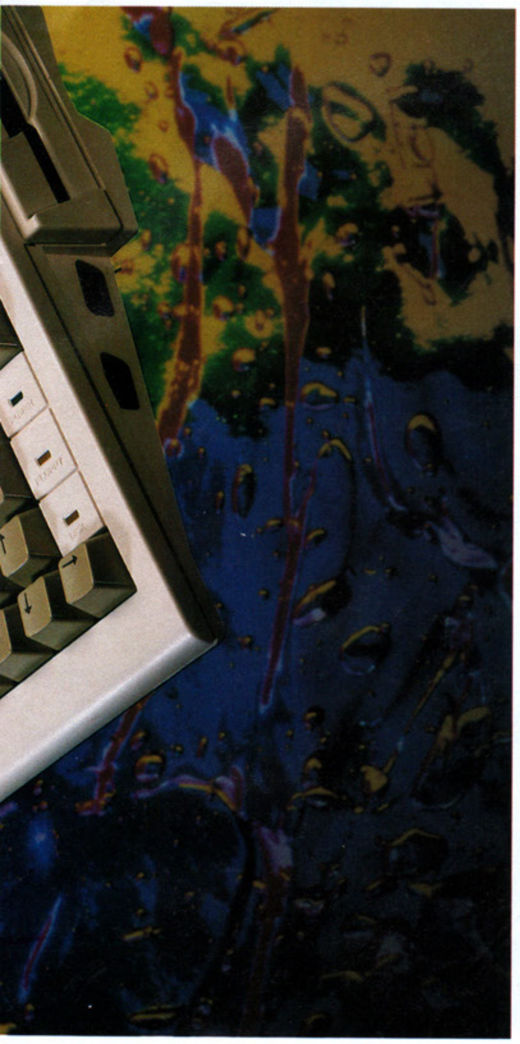
Essentially then, this is still an Amiga of the 500 Plus standard. Although it has 1Mb, one major difference is that it does not have a battery to back up the clock. This is a bit of a shame and will no doubt be included on the official A601 RAM expansion, the only A600 add-on that has so far been announced, which will provide you with an extra 1Mb of RAM for a 2Mb total.

The other effect of surface mounted components is that the Amiga 600 is guaranteed to be very reliable, so each one will come with a one-year on-site repair warranty. This is believed to be the first home computer to carry such a guarantee.

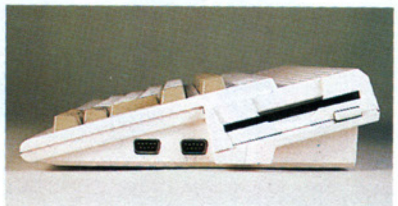
The advance in technology that has allowed the very compact PCB (printed circuit board) has also allowed the TV modulator to be packed inside the machine, which means you can plug the A600 into a telly using just a cable. Much more useful. The composite video output has also been changed to full colour, where before it was mono only.

The joystick ports have been moved to the right-hand side, which is very helpful. The disk drive is slanted forwards, like the keyboard, which is more comfortable in use. The drive mechanism itself does not click when there's no disk in, and is very quick at loading, if surprisingly noisy. It swooshes away madly when it's spinning.

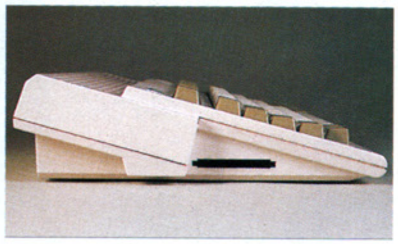
If you hold down both of the mouse



A LOOK AROUND THE A600



The joystick ports are moved to the side of the Amiga, which is vastly more convenient. Note the wedge shape and the slanted disk drive.

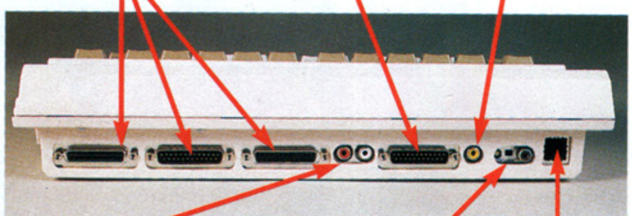


There is no edge connector. Instead there is the PCMCIA 'credit card' slot. This will take all manner of cards, cartridges and expansions in the future.

Serial, parallel and disk drive connectors as before.

RGB monitor/ SCART

Colour composite video.



Stereo audio out phono plugs.

RF out (straight to TV from internal TV modulator).

Power socket as before.

Inside the A600

With the case and metal shield removed, the keyboard and disk drive are easily unplugged and the compact circuit board revealed. Here's what's what on the PCB.

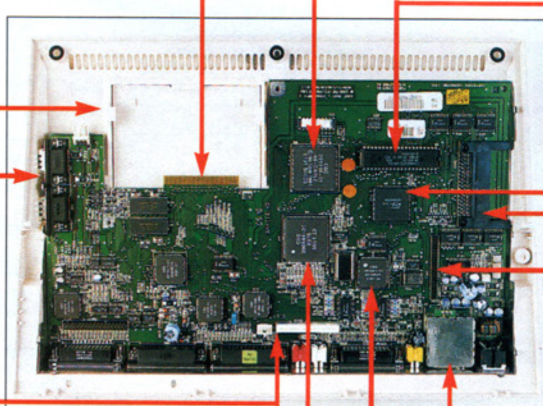
New trapdoor connector.

Gayle, the new interface chip that replaces Gary and handles all input and output including the PCMCIA credit card slot.

Kickstart 2.05 chip. This is the only one that is mounted in a socket, so it will be upgradeable at a later date if necessary.

Plug for keyboard.

Joystick ports



68000 CPU (main chip). This, like nearly all the other components, is surface mounted for extra reliability, which means Commodore can offer a one-year at-home repair warranty.

PCMCIA credit card connector. Should have all the bus address capability of the A500's edge connector.

Plug for internal disk drive.

IDE connector for internal 2-inch hard drives of the kind found in portable computers. A simple plug-in job.

ECS Fatter Agnus chip (number 8375). This is the same as the A500 Plus and allows 2Mb of chip RAM.

ECS Denise chip (number 8373). This provides the new hi-res screen modes that very few people will ever want or need.

Built-in TV modulator.

buttons when booting the machine, there is a boot selector that allows you to boot from internal drive df0:, external drive df1: or even cc1: the credit card slot.

Apart from the TV RF output and the moved joysticks, connections on the back of the A600 are the same as the A500: RGB monitor, stereo audio, disk drive, serial, parallel and power in. The power supply is the same big, ugly brick as before.

The keyboard is shortened by the omission of the numerical keypad, which probably makes sense because in most programs the two sets of number keys are interchangeable. Some programs, like *Deluxe Paint III*, need the numeric keypad but Commodore have accounted for this and provided developers with an emulation program that turns the number keys into keypad keys when a key combination (Shift and Alt, or something like that) is held down.

Next to the keys are not two but three little lights, one for the power, one for the floppy disk and the third for hard drive access. Which brings us on to another subject.

The A600 includes a standard IDE connector for attaching a two-inch internal hard disk drive of the kind used in portable computers. A version of the A600 called the A600HD comes equipped with a 20 Mb drive for £499.

It is likely that third-party drives will become available and will be very easy to install. The only minor problem is that the way IDE drives work, they must be set up with configured software before a machine will recognise them. So you can't get just any old drive and plug it in. Apart from that, IDE drives are now more common and cheaper than larger drives and should be a good step forwards for the Amiga.

One last big change, then; there is no edge connector on the A600. This has been replaced by the already infamous 'credit card slot', the PCMCIA connector. This also leads to the only major chip change, the replacement of the interface-handling Gary with a new chip by the name of Gayle.

It should be possible for all manner of expansions to be plugged in to this slot, as well as cartridges for running software from piracy-proof ROM chips and battery-backed-up RAM cards for storing data on. The only hazard with large expansions is that they will not be attached securely; Tech Ed Pat McDonald reckons that expansions will take a while to appear not because the electronics are complicated, but because designing a workable case will be so tricky.

The future of the credit card slot is not yet decided, but it has all kinds of potential. The same is probably true of the A600. On the next three pages we take a look at what people are saying about the death of the A500 and the quality of its successor. But in the meantime, here's a quick thought.

It wouldn't take much to turn this Amiga into a portable. It's compact enough, and the wedge-like case design is even the right shape to accommodate a fold-down LCD screen. Even if Commodore don't do it, we reckon someone else will...

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The Amiga 500 is dead - long live the Amiga?

Argument: the demise of the Amiga 500 is a disaster. The new A600 is all very nice, but it's not a proper computer and it's not as expandable and flexible as the 500, so it isn't a good entry-level machine. It's not enough of an advance to stand alone as a new machine. Commodore are criticised for not knowing what the people want.

Counter-argument: the Amiga 600 is a fine new machine. It's compact, features a built-in TV modulator so that you can really plug it in and go, its new cartridge port will keep it up with the forefront of technology and it is expandable in a controlled, sensible way. Hell, it even looks classy!

IT WAS BOUND TO HAPPEN. The machine that was labelled as "an Amiga 500 with a bit of the keyboard cut off" was bound to look like a step backwards. Experts who had come to know the Amiga 500 over seven years were bound to have problems letting go.

This is the first objection from dedicated A500 fans who fear the departure of the old machine. "It looks too small", they complain, "it's like a Commodore 64, it looks cheap". When you get your hands on an Amiga 600, though, the perspective changes. This is a lovely little machine in so many ways.

It really is astonishingly compact, just a couple of centimetres bigger than this magazine in each direction. Hold it in your hands and it feels heavy and solid, so unlike the creaky, plasticky case of the 500. Most of the surface area is keyboard. It's a very neat package and simply oozes perceived value. In computing, surely, the smaller the better.

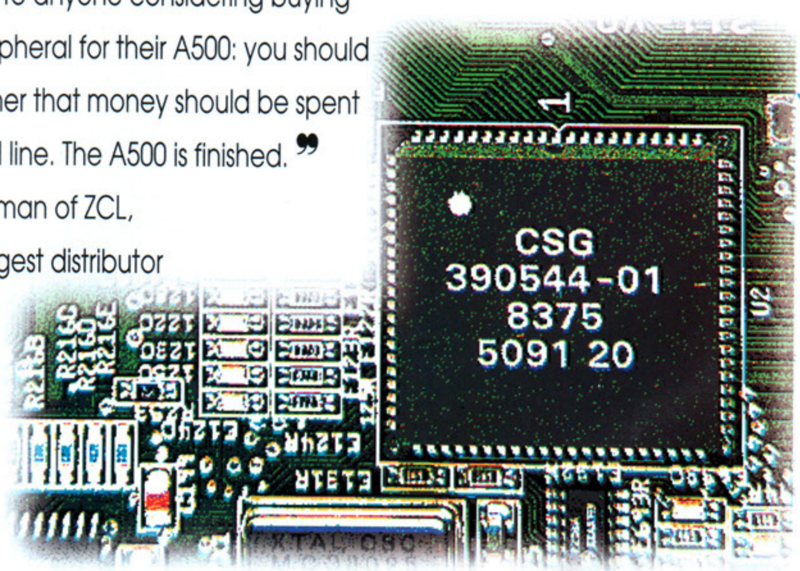
Problem number two, of course, is the lack of those extra few keys on the number pad. Naturally, though, these are replicated by the keys along the top of the letters, so that should not be a great loss. On most programs, the two sets of keys are entirely interchangeable.

Not that it won't cause compatibility problems with some programs. Flight sims often use the keypad separately and *Deluxe Paint* relies on it for perspective operations. But in this case, it seems entirely justified that hardware development should lead a modification of the software. It's not a problem that will be around for long.

Electronic Arts spokesperson Fiona Murphy tells us they are "already preparing a revision" to *Deluxe Paint IV* which will allow A600 users to 'emulate' the keypad by holding down modifier keys (Alt and so on) and using the normal number keys. No date is set but the revision should be out soon.

We can also reveal that *Deluxe Paint III* will be bundled with the Amiga 600. The version in the pack will also feature the keypad

> "I would say this to anyone considering buying an expensive peripheral for their A500: you should ask yourself whether that money should be spent on a discontinued line. The A500 is finished."
> Don Carter, Chairman of ZCL, Commodore's largest distributor



DEVIL'S ADVOCATE

Mark Smiddy, probably the world's most experienced Amiga technical journalist and an Amiga developer himself, has some very strong comments to make about the Amiga 600 and what it means.

History, they say, repeats itself. Some of us can still remember right back to Commodore's past bloopers, with machines that were marketed on the back of the hugely successful C64: the C128, Plus 4 and C64GS spring to mind.

Now consider the A500 – a machine that, whichever way you look at it, rescued Commodore from an uncertain future. But once again, given half a chance Commodore cook the golden goose and come out with a prize turkey.

The A600 is made to be cheap. It was meant to be the A300, a cheap console-beater, and still carries the A300 name on the circuit board. The keyboard and case are amongst the most expensive components in computer manufacture and both are reduced on the A600.

The A600 is also based on Surface Mount Technology (SMT) which, once the production system is set up, means machines cost far less to produce.

SMT is inherently more reliable and should reduce the failure rate and increase the life expectancy of the A600. Good news? Possibly, but it lacks an expansion slot and features a new trapdoor slot, leaving third-party developers out in the cold. What happens now to the likes of GVP, RocTec, Power Computing, Supra and their ilk, who have invested millions developing A500 add-ons?

The A600 might be a brilliant, low-cost introduction to the world of Amiga technology, but it can never replace the best-loved machine of the 1980s – gone but not forgotten, RIP A500!

emulator program, which was actually supplied by Commodore themselves.

No doubt the keypad emulator tweak will also be supplied to other publishers wishing to modify their software. Problem solved!

When you take the Amiga 600 apart, you begin to appreciate what a nice piece of engineering it is. The compacting of the circuit board and the use of newer, smaller components has been achieved very well indeed, allowing the movement of external components like the joystick ports to much more sensible positions.

The striking difference from the A500 is the use of Surface Mount Technology (SMT). The chips are, in effect, soldered directly to the board rather than stuck into sockets from which they can be unplugged. This means that it is near impossible for the ordinary home user to replace chips.

It's this aspect of the new machine that has caused a fair proportion of the whinges about it "not being expandable". Yes, it's a point. But how many of us have ever wanted to replace a chip inside the machine?

The only obvious example is the Kickstart chip that allows you to use a new version of Workbench. However, while software upgrades to Workbench are expected (version 2.05 comes with the machine, version 2.1 is now under test with developers and should be released early next year) there is no foreseeable necessary change to the ROM itself.

And, let's be honest, the version of Workbench you got with your machine, whichever one it was, is good enough for most small Amiga owners. If you use your Amiga mostly for playing games, why should you worry about a slightly better system for shifting files around? We have been recommending that people shouldn't upgrade to Workbench 2 from 1.3 unless they use Workbench an awful lot. It's mostly irrelevant.

Apart from Kickstart, there are only two other chips that people have tended to want to lever out. Firstly, the main 6800 CPU; but very few people have felt the need to replace it with a faster chip. Secondly, these oversize trapdoor RAM expansions that slot in under the Gary chip; but those always were the worst possible way of doing the job, anyway. Frankly, we won't miss any of that.

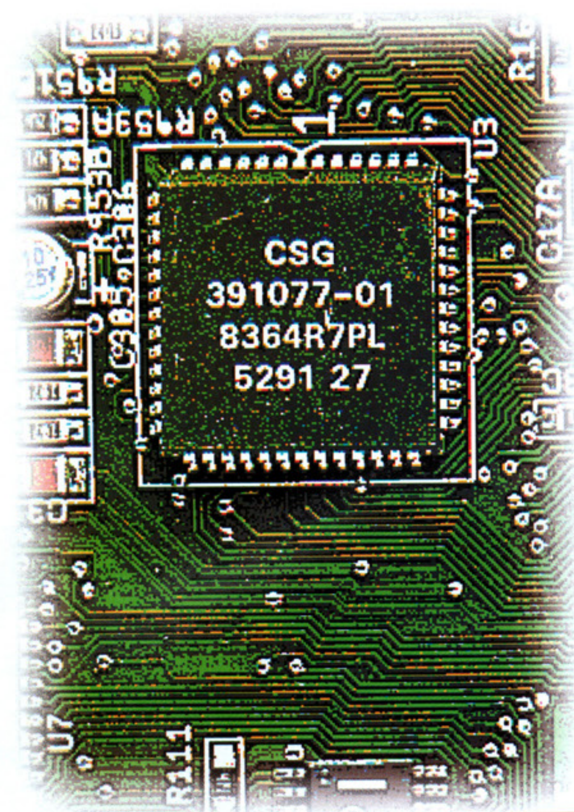
The other target of criticism on the expansion front is, of course, the lack of an edge connector. This versatile piece of circuit board sticking out of the side of the A500 allowed all sorts of possibilities which seem to have vanished with the A600. Is it a problem?

Instinctively, your first reaction is to say it's a disaster. But a few moments of sober reflection may make you think otherwise.

Think, for example, about what you would want to plug into an Amiga. A hard drive? Buy the A600HD model and you have a 20 Mb drive for £100 extra. Similarly, all A600s feature the IDE slot into which internal hard drives can slot.

Physically big hard drives will soon be a thing of the past. The smaller, IDE hard drive units, that were developed originally for

> “The A500 is a dated machine, a dinosaur. Commodore are currently in the process of restructuring their range, and the A600 is perfect for a fresh start. It now seems logical that something will replace the A2000.”
>
> Toby Simpson, developer for Millennium



portable computers, are now in such plentiful supply that manufacturers were thinking of sticking them inside their large-case expansion units anyway.

IDE drives will no doubt be available in sizes up to 120 Mb, all able to slot straight inside the A600. So hard disks, so far from being a problem, are going to be in plentiful supply, at bargain prices. Although here, you have to say, there is just one small cloud on the horizon.

When you install an IDE drive, it must be prepared for set-up. Rumours have been going around that you have to buy a 600HD to be able to plug in a hard drive at all. This is not true. But an IDE drive for the A600 must come with set-up software on-board, or it's useless. Will Commodore make use of this software available to third-party developers? Who knows.

If Commodore don't, they're guaranteed to control the market in peripherals for their machine. This could result in higher prices for hard drives, even though the drives are likely to be cheap enough anyway. We'll have to see.

Let's continue studying the vexed question of expansions. Hard drives are not going to be a problem. The next most important thing is, of course, RAM.

There's a new configuration for the trapdoor slot, which means the A600 will need a complete new set of peripherals in that department. Commodore kick off with the A601, a 1Mb RAM expansion for the trapdoor which takes the machine up to a 2Mb total. There is no doubt that third party RAM expansions will appear swiftly.

It's already been pointed out that with a hard drive an Workbench running, a 1Mb

Continued on Page 34

COMMODORE USA REVEAL ALL

In an unusual move, the Vice President of Engineering at Commodore's international headquarters, based in West Chester, Pennsylvania, USA, a guy by the name of ***William Sydnes****, released this revealing statement on the Internet network...*

"I have noticed some comments on the network over the past weeks questioning Commodore's commitment to the Amiga. Normally, we don't like to comment on postings on public networks, but this time I'd like to set the record straight.

"The majority of Commodore's revenue comes from the Amiga line of computers, and almost all of Commodore's research and development (R&D) efforts are focussed on enhancing the Amiga to continue to provide outstanding power and functionality at a competitive price.

"We have just released the Amiga 600, a brand new machine aimed at the home market. This machine is capable of supporting an internal IDE hard drive, has an industry-standard PCMCIA credit-card slot and includes an on-board RF modulator for the home user.

"We have plans to introduce a number of other new Amiga models this year. While I can't reveal the details of these machines at this point, I would like to say that we plan to provide significantly better capability and value for the user in these new systems.

"Significant R&D efforts are underway in the area of CDTV technology, both in improved systems and in peripherals for other Amiga computers.

"A large and continuing R&D effort exists to improve the performance and functionality of the Amiga chip set.

"Finally, we are examining the possibility of bringing new technology to the Amiga, in an effort to leverage the R&D efforts of the computer industry as a whole, and to take advantage of the price benefits that come with industry standards.

"I believe these efforts illustrate our strong commitment to the Amiga and CDTV."

Footnote, from Damien: "It is to be expected that a new range of Amigas to complement the A600 and A300 will soon appear, replacing the A1500 and A2000. Cheaper accelerated chips, cheaper compact drives and so on should keep the pace up. New chipsets should bring 256-colour screens and improved sampled sound to the Amiga and a top-level machine can be expected with a 24-bit graphics system, for graphics and broadcast TV professionals.

"PC compatibility must also be a serious consideration. The next big step on will be a new range based on RISC chips. All these are just ideas, but all must be on the cards as the Amiga develops."

Amiga only has around 500K of RAM left for programs to take up. Naturally, Workbench Close options will help, but for running many programs hard drive users will find extra memory a necessity.

The A600 has a similar (though not identical – pins are different) Agnus chip to the A500 Plus, giving the first 2Mb of RAM as chip memory and theoretically up to 8Mb of fast memory thereafter.

In practise, it seems that the 2Mb is a maximum without the use of the PC MCIA "credit card" slot, into which another 4Mb of memory can be inserted. It is likely that RAM on a card will be pretty expensive.

A quick tour of other expansion possibilities. In the trapdoor slot there seems no reason why PC emulators should not be developed to work fine. Accelerators would seem to be the peripheral least likely to succeed on the new machine, with access to the edge connector denied and no easy way of chopping the main CPU. And… errm… that's about it.

So, among the less common Amiga peripherals it looks like doom for accelerators and an OK for PC emulators. Of the two most important accessories – hard drives and RAM – drives are looking simpler and more compact than ever, but there could be a bit of a squeeze on RAM.

The few losses on the swings should be made up for by the roundabouts of the main new innovation of the Amiga 600, the PC MCIA standard 'credit card' slot. This has effectively replaced the edge connector. Let's try to explain why.

Reading between the lines (see the statement from Commodore USA spokesman William Sydnes), what Commodore seem to be trying to do is work towards settling on standard units for just about everything. And when it comes to an adaptable interface, the PC MCIA slot seems to be the answer.

We're not up on the wiring of this slot – it's a new one to us – but it appears to be nearly as flexible as the edge connector. Commodore are already planning a modem and a genlock to plug in the slot, and are currently working on a CD-ROM drive, a variant of the A570, that will plug in through the slot.

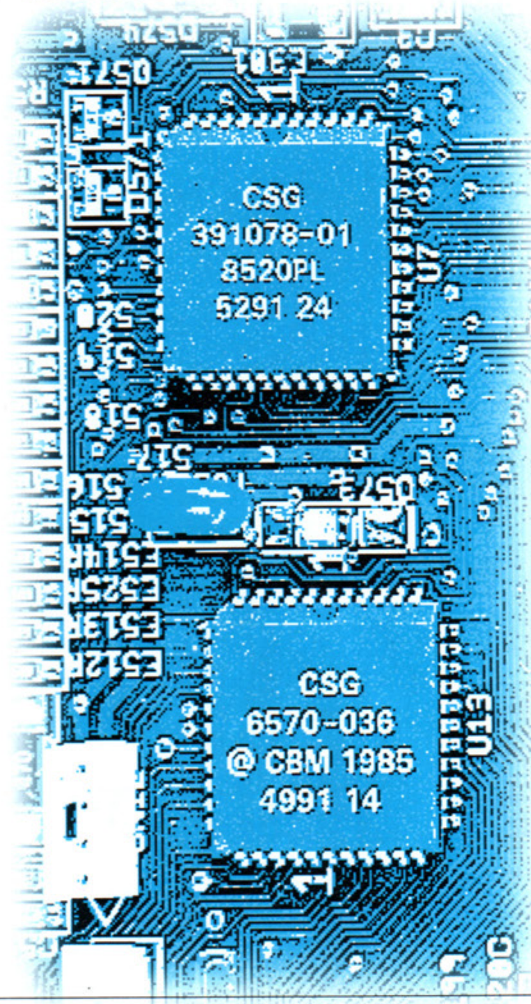
RAM cards can go in this way up to 4Mb of memory, and it is also possible to use read-write backed-up RAM cards for saving data on. Software of any kind could be produced as a plug-in ROM card for this slot, with the possibility that code can be executed outside the Amiga's normal RAM, which would make software supplied this way entirely safe from piracy. The possibilities are enormous.

The only serious problem for the time being is the cost of units to plug in the credit card slot. Chips are expensive and prices could make life difficult while volumes are still low.

Now we're back on the outside of the Amiga, there are a couple of other things to notice. First up, moving the joystick ports to the right-hand side has to be one of the most sensible things ever to happen to the Amiga.

Round the back, there's a direct TV-ready output from the built-in TV modulator, which is a work of art in itself; smaller than the average matchbox. Being able to plug the Amiga straight into the telly is going to be a vital step in the right direction. There's also a colour composite video output, which will be incredibly useful for certain people, though not the vast majority of us.

> "We're focussing on the A600 because it's a much more reliable machine. Last year, we sold 296,000 A500s and A500 Pluses. This year, we want to sell 300-320,000 machines. The A500 will be a very small part of this."
>
> Kelly Sumner, Retail Products Sales Director, Commodore UK



We're now nearing the end of our tour of the new machine, and I think we've covered just about everything. One last thing that's really worth a mention, however, is something you get free with every A600.

Not the Workbench disk, no. Not the manuals or the power supply, either. With every machine there's a warranty for one year for on-site maintenance; the first time this has ever been done with a home computer, as far as we know. This means that if the thing breaks down, you don't have any of the inconvenience of sending it away for repair: you can get a bloke to come round and do it for you. A fairly useful extra.

The reason Commodore are able to do this is that the surface mount circuit boards, once made up and tested, are very unlikely to break down. Such reliability cannot help but be a bonus for all of us, but it's the implications of the offer that are more interesting still.

It seems that the Amiga 600 is being marked out as a slightly different kind of machine. You buy it with a year's free maintenance in your own home, provided you don't fiddle round inside it. Expansions will be neat plug-in jobs, more than the fiddly hobbyist type of before. There's a limit to how far you can expand it: then it might be time to trade in for a bigger machine. And what that bigger machine might be, only time can tell.

Whatever you feel about the A600, us current Amiga owners need not feel left out. With over 1.2 million Amigas already in homes in the UK, the majority of which are A500s and A500 Pluses, there is no doubt that hardware will continue to be developed for the older machine. There should be no software compatibility problems. And ***AMIGA FORMAT*** will be committed to A500 owners until we cease to exist in 2020. After all, we've got seven of them – we're A500 owners, too.

COMING OFF THE FENCE

Damien Noonan, editor of the world's most popular Amiga magazine (yes, this one!), comes to a conclusion about the new Amiga.

The Amiga 600 is exactly what's wanted in the UK. We're the people who have led the dominance of the A500 in Commodore's sales figures, so we've proven exactly what we want. And if anything, the A600 is closer to it than the A500 ever was.

Why? Well, how many A500 owners do you know with more than 2Mb of RAM, a floppy drive and a small hard drive. Expandable though the A500 is, most of us never have a use for that expandability.

The A600 will be bought, just as the A500 was, by people who want a compact games-playing machine that can do more than just play games – a machine with a keyboard, so you can write letters and do homework, and use *Deluxe Paint* to prove that creativity software can be fun.

Now is the time for Commodore to reduce the price of their entry-level machine. The A600 is a lot cheaper to make and could sell so much better at £299 than at £399. Commodore have never believed that price cuts lead to better sales – and they're quite right – but this new, compact machine can continue the Amiga's reputation and sell in higher quantities at a lower price.

For a year, new A600 owners can revel in the luxury of a machine that's guaranteed against breakdown. They can expand slowly by adding a hard drive and 1Mb of RAM, without ever increasing the size of their Amigas – they will still have a compact, portable unit.

And when they discover that they want to take the Amiga seriously, when they want 4Mb of RAM to run big graphics software, they can upgrade – hopefully at first, to the new Amiga A800 mid-range machine…

I honestly believe that the Amiga 600 is the ideal Amiga for us in the UK. In the home-computer market it will stand alone. Let's see what happens next…

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After much delay, a name change and even speculation about its future, A570s are finally leaking out of Commodore. **Pat McDonald** reports on a sneak preview on the CD drive for the Amiga.

On test - the A570



The A570 hasn't got the styling of the A500, in the same way as a GVP or Rochard hard drive. That's not surprising considering the A590 (official Commodore hard drive) looks like a slab. OK, no points for looks - but it's not ugly, just uninspired.

SO, THE A690 is now called the A570. This is because it's presently designed to fit on the side of an A500 or an A500 Plus, and not the A600. Remember, for an A500 to make use of one, it has to be modified to have 1Mb of chip RAM. Why's it got A690 written on it then?

Presumably, Commodore are going to change the design (and certainly the sticker) before releasing this white box later in the year. Bad news for all those people dying to get their hands on one - but there are still problems with it and that's what this piece is all about. If you see an "exclusive review" elsewhere, don't believe it.

You see, A570s in the shops and the mail order adverts that litter ***AMIGA FORMAT*** are still months away. Although the basic design has been firmed up, little things like whether or not it will have a through port for hard drives and memory expansions have still to be decided.

Getting it going is very simple indeed. Just plug in the power pack (standard A500 box), plug it into the side of your Amiga, turn everything on and you are there. It doesn't seem to make any real difference in which order you turn things on – once the A570 is going it automatically starts up and the Amiga displays the CDTV loading screen. If a floppy disk is inserted beforehand, then the computer will start working from that instead.

There is only one control on the A570, a knob. Turning it clockwise turns the unit on with an audible click - turning it any more seems to have no effect whatsoever. Which is odd considering it's labelled as volume. No manual was supplied to us, but I would expect it to be pretty short and sweet anyway.

In use, it's brilliant for games, much better than a standard CDTV with that slow infra-red controller. Mice and joysticks work so much faster, making CD *Lemmings* playable and *Town With No Name* (almost) enjoyable. However there were small problems with some games; see 'How Compatible?' opposite.

Serious titles, that is everything that isn't a game, seem to enjoy a much better level of compatibility - probably because they don't try to do anything clever at all with AmigaDOS. Good news for those parents and teachers who want to get some of the educational CD titles.

This is probably the most worthwhile use of Amiga CD. Educational software has always lagged far behind the games and business elements. There just isn't enough space on a floppy for large amounts of sound, pictures and music - learning the fun way.

Most educational software, though, isn't actually educational at all, and simply consists of standard tests which are normally done with a pencil, paper and somebody to mark them. CD is the future for educational software, though there will always be CD games and serious titles.

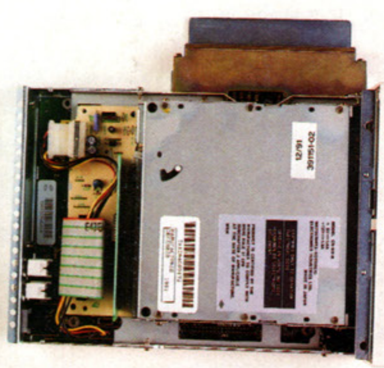
Educational CD titles though are the big factor of Amiga CD. They can be interesting and worthwhile in their own right, without the shadow of tests and exams. OK, tests and exams are necessary in schools, but nobody likes them. Here's an explanation of what I'm getting at; I took a load of CD titles round to a few friend's houses recently, none of whom owned an Amiga, and studied their reactions.

I noticed that, while everybody was

HEART OF THE MACHINE

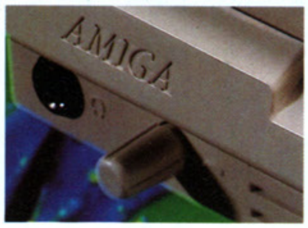
Inside the box is a right tangle of circuit boards, wires everywhere and a Matsushita CD player mechanism at the heart. Some of the boards appear to have been hand made, so in theory it's a prototype – unless Commodore are planning on releasing it above the £300 price. They couldn't make much profit on it as it is assembled now (in Japan, I hasten to add).

I don't want to give the wrong impression here – a lot of the circuitry is the same, sexy surface mount technology which is used in the A600 (and which CSA, Cortex and GVP have been using for years). But one or two of the boards look like they fell out of the back of a transistor radio, were run over and repaired.





A NECESSARY CHANGE?



The most obvious fix needed is for the volume control to work. Twist it as I might, it just wouldn't do anything. At first sight it doesn't seem important, but first I'll explain how the sound works on an A570. You plug the sound output from the Amiga into the back of the A570 via standard phono connectors. Then you plug two more phono leads from the A570 into your sound system.



The original CDTV put out a very high sound level, enough to distort on all but fairly powerful hi-fi systems (120 watts plus RMS, preferably with a sub-bass unit). Most people don't have a hi-fi that chunky. The CDTV volume control also does not affect sound output. The sound quality is naff when played through a monitor or TV. You can listen on headphones, though there is a socket for them on the CDTV and the A570.

The problem is that CD sound tends to drown out Amiga sound effects. Plenty of CD titles contain real music stored in standard CD form. When it's playing, you can't hear any overlaid Amiga sound without turning up the volume on your amplifier and disturbing the neighbours. If the volume controls worked, to alter the output from the CD player, you could find a happy compromise.

As it is, when you hear some Amiga music mixed with proper music, belting out at 100 decibels as you walk down the street, just think to yourself "They've got an Amiga with a CD player". Oh yes, it plays ordinary music CDs just fine - if very loud.

impressed with the Planetside demo on the *Lemmings* disk and enjoyed some of the games, most people involved were much more interested in and spent more time looking at the encyclopaedias, Dr Wellman, and Japan World. Much like when people are left with coffee-table books like atlases and copies of Hutchinson's, they are happy to browse through them gleaning information. Certainly CDTV was originally pitched as not being an Amiga, and was advertised in national newspapers and lifestyle magazines (certainly not the computer press) as more of a peripheral to attach to your telly; alongside your video.

As is clear from those people who have bought CDTVs, the main problem has been the scope of the software that has been available; it is pretty limited (see ***AMIGA FORMAT*** 32 and 33 for a round up of CD software), and despite the CDTV not being marketed as one, it seems people do want to use them as proper computers. Unfortunately they are then hamstrung by lack of memory, lack of a hard disk option, and expensive keyboards and Game Brick controllers. The A500 and to a certain extent the A600 do not have such problems.

What I'm saying is, when you start mucking about with CD software, looking at it with Workbench and discovering hidden files and pictures you become inspired to go on and on. They are also very accessible and can be dipped in to and out of. So if that's what happens with people who buy A570s, it's got to be good news for the Amiga CD scene.

So will the A570 be the giant spark for the Amiga, inspiring more individuals and businesses to start developing for it? Well certainly what is needed is CD awareness, and that's what will happen when this box finally hits the streets. A cautious thumbs up - when Commodore iron out the problems and get its long-overdue release sorted out.

HOW COMPATIBLE?

The best Amiga CD game so far, *Sim City*, does work on the A570. This was specially written for the CDTV, and works pretty well except for one thing. After a couple of minutes playing, the mouse pointer will only move left or right. However, the game is still playable, because the cursor keys can be used to move the cursor around instead.

CD *Team Yankee* (which is exactly the same as the floppy version) does not boot up on the A570. However, it tells you in the manual to load Workbench first, then click on the icon (Workbench and Shell refer to the A570 as CD0:). The game then works fine.

The worst game for compatibility is, oddly enough, Lemmings. The game boots fine, the mouse pointer whizzes around (I hate playing the game on infra-red) but the in-game sound effects are missing. Don't ask me why, but when you click on icons or *Lemmings* you get a dull hissing. Sometimes the same sound effect plays continually. It ruins the game - what's *Lemmings* without the little darlings saying "Oh No!"?

One further point though. The CDTV infra-red controller numbers are mapped to the numeric keypad on the Amiga. And of course what don't A600s. Yes exactly; numeric keypads. Sure, Commodore will come up with an AmigaDOS patch to bypass this – but not all CD games programmers use AmigaDOS. When the CD player for the A600 comes out (A670?) there could be more serious playability problems.



The best CDTV game by far, *Sim City* was especially rewritten for the format. Does work with the A570, although the mouse gets stuck - back to cursor keys!



This is as far as you get when viewing the *Team Yankee* intro – the machine then hangs. Booting from Workbench and clicking on the *TY* icon lets you play.



***Lemmings* boots fine, lets you play all the levels – but where is the sound? Maybe Psygnosis will remaster it for the A570.**



The Amiga CD drive is still not ready for launch – it's about to undergo further revisions. The A500 to which it attaches has been discontinued – the A600 will have its own version but not for some time. And only a few thousand CDTVs have been sold.

Is the Amiga CD dream about to miss the boat? **Damien Noonan** answers some questions.

What is the future of Amiga CD?

ANYONE WHO HAS followed the history of the CDTV in this very magazine will know just how important Amiga owners are to the future of the CD concept. Briefly, the argument goes as follows.

CD is the storage medium of the future, capable of holding 600Mb of data and proof against piracy. CD software could be the entertainment and information medium of the future, with games produced in a similar style to movies and with books ousted by reference presentations that combine text, graphics and sound to overwhelming effect.

The technology of the Amiga will do fine for this CD multimedia revolution, but the problem is money. If CD titles that make the most of the medium are developed, they will cost a lot of money. To make that money back, developers need to know that their titles will sell. The problem is that people won't buy CDTVs until high-quality titles appear to persuade them it's worth buying. Catch 22.

The rival to CDTV in what's called the 'consumer multimedia' market, for want of a better description, is a system that's just been launched in the UK called CDI from Philips. Apart from having slightly better graphics capability than the CDTV Amiga, it's actually very similar, right down to the 68000 chip at its heart.

The way Philips have gone, with their enormous resources, is to ensure that a core of high-specification titles has been written prior to the launch. That way, when people pop in to their local electronics store and the CDI catches their eye, they can straight away get hooked on the idea.

Commodore, with their different background, have relied more on developers to come up with titles. Problem is, many of the key developers have been cautious about CD. But they have one big advantage in that they have a hard core of Amiga users, and if enough Amiga owners buy into CD they have a ready-made user base which will be enough to kick off Amiga CD in the way it needs.

OK, so enough history. We've established that Commodore are pretty keen for as many A500 owners as possible to buy CD-ROM drives, to ensure the success of Amiga CD all round. So why is it not on sale yet?

Well, really it's a pretty tricky piece of technology to get right. The CDTV has a different system, because it has to handle loading from CD. This CDTV system has to take over when you want to run an Amiga from CD, and getting that to work is pretty tricky.

Commodore had just got it right, within certain limits, when everyone started saying the CD-ROM drive should have a through-connector for a hard drive, so it was back to the drawing board again. You almost have to sympathise with the poor people.

The upshot of it all is that the A570 CD ROM drive we've taken a look at this month is not a finished version. And we're not quite sure when there will be a finished version.

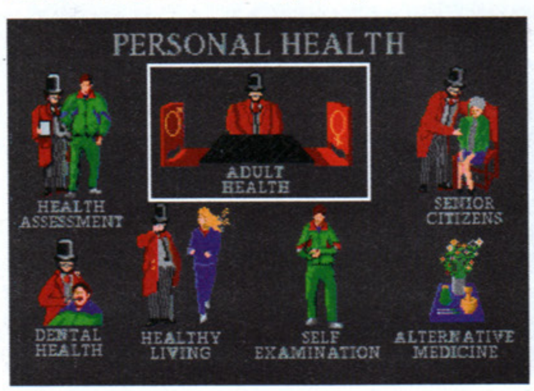
What we're reasonably sure of is the specification. You'll be able to plug it into an Amiga and play CDTV titles and audio CDs. It will work only on A500s with 1Mb of chip RAM (Pluses and modified Amigas). It will have some kind of SCSI connector for putting a hard drive on the end of. And that's really all there is to it.

Now, of course the sixty-four-million-dollar question. Is it going to be worth buying one?

Well, one thing is for sure. Once you have bought a CD drive, you aren't going to lose out. Commodore have succeeded in persuading many of the major software houses to release a lot of their big games on CD as well as on disk. And you'd probably much rather own a nice, safe CD rather than a relatively fragile floppy disk.

That in itself, of course, does not make the CD drive worth getting. What could is the software that you wouldn't be able to run if you didn't have a CD drive.

So far, with a couple of exceptions, we haven't been too impressed with the CDTV titles, considering that some of them are currently pretty expensive. The crunch will come with the so-called 'second generation' of titles, coming soon. Prominent among them, and a good example, will be the *Trivial Pursuit* disc. Another one we expect good things of is a 'how it works' encyclopaedia from a developer called Optonica, of whom we will hopefully be hearing much more. It's over the next couple of months, when these appear, that CD will start getting pretty exciting. And we'll be there to keep you up to date on it all.



An example of the first generation of CDTV software is Digita's Dr Wellman. It's a medical encyclopaedia for use in the home, it has a lot of good ideas, like a narrator, but it's not quite got the quality edge that CDTV needs.



Probably the best CD Amiga title to date is Japan World. Its subject is very specific, but the use of graphics, sound and text all in combination is extraordinarily effective. This is the closing thing to the future of CD we've yet seen.


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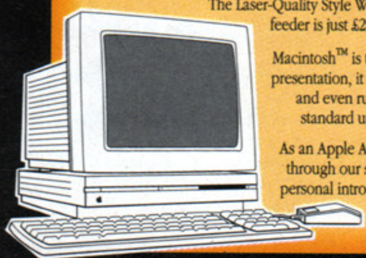
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THE BUSINESS PACK FROM HARWOODS INCLUDES ALL THE FOLLOWING...

AMIGA 500 PLUS WITH 1Mb. MEMORY

+

PHILIPS CM 8833/II STEREO COLOUR MONITOR
See Monitor Panel on Page 6 for Details

OR...YOU CAN CHOOSE A PHILIPS MONITOR TV AT NO EXTRA COST! See page 6 for FULL details of this remarkable Fast Text Monitor TV



BUY AN AMIGA WITH 2Mb FOR ONLY £40 EXTRA!!! (ie. 1Mb RAM Expansion included)

+

STAR LC200 9 PIN NLQ FULL COLOUR PRINTER
See Printer Panel on Page 5 for Details



IF YOU WISH, REPLACE THE LC200 WITH A CITIZEN SWIFT 9 COLOUR AT NO EXTRA COST!!! OR... IF YOU PREFER A 24PIN COLOUR PRINTER, JUST CHOOSE FROM OUR RANGE & ADD THE DIFFERENCE IN PRICE BETWEEN STARS LC200 & 'YOUR CHOICE'. (eg. Citizen 224, add just £50)

+

A HOST OF BUSINESS SOFTWARE & ACCESSORIES...
PEN PAL V1.3 (Word Processor)...1Mb.
SUPERBASE II PERSONAL (Database)
SUPERPLAN (Spreadsheet)...1Mb.

+

A GREAT TEN GAMES PACKAGE

Datastorm, Drivin' Force, Pipe Mania, Dungeon Quest, Rock-N-Roll, E-Motion, Tower of Babel, Skweek, RVF Honda, and Grand Monster Slam.

Plus...

- THE SIMPSONS
- CAPTAIN PLANET
- LEMMINGS
- DELUXE PAINT III Now with ANIMATION
- MICROSWITCHED JOYSTICK
- 10 BLANK 3.5" DISKS
- DISK LIBRARY CASE
- MOUSE MAT
- 3 TAILORED DUST COVERS

ADD A CUMANA CAX 354 SECOND DRIVE FOR JUST £50 TO HELP RUN THOSE BUSINESS PACKS MORE EFFICIENTLY

WE MEAN BUSINESS AT A GREAT PACKAGE PRICE OF JUST...

£869.95 Including VAT

EDUCATION

HARWOODS LEARN & PLAY

PRIMARY & JUNIOR PACK A

LESSON A — EDUCATION — PACK A

Get your children off to the right computing start with this software learn and play Compendium 6 pack...

KIDS TYPE, WEATHER WATCHER, CALENDAR QUIZ, WORDS & NUMBERS, GAME SET & MATCH, WHAT IS IT ?- WHERE IS IT?

Active, enquiring young minds will love the fun of these six entertaining but educational titles. Your children probably won't even realise that their "lessons" have begun!!! .

HOMEBASE

Ideal home storage system. Keep household lists, student records etc. Easy to use "push button" controls.

PRIMARY MATHS COURSE

Around 24 modules in this course from 3 yrs old right up to secondary level. Follows N.C.

READING & WRITING COURSE

24 module course. Teaching from the computer and books. For early starters & the dyslexic.

A GREAT EDUCTIONAL PACK FOR YOUR CHILDREN AT A FRACTION OF THE NORMAL COST

£69.95 Including VAT

EDUCATION

HARWOODS LEARN & PLAY

GCSE/'O' LEVEL PACK B

LESSON B — EDUCATION — PACK B

GCSE examination level studies on your Amiga computer that's fun!

MICRO ENGLISH, MICRO FRENCH AND MICRO MATHS

A set of three complete self-tuition courses to GCSE level which can also be used for revision work. All programs adhere to the National Curriculum and were designed and tested in schools by professional teachers. Micro French includes "real speech" to help your accent!

PEN PAL- Graphical Word Processor

A fantastic word processor with all the tools you'll need to create effective written work. Ideal for home work, projects etc. or for the families letters. Text wraps automatically around graphics, even as you type! Includes a built-in database and Forms Manager.

HOMEBASE

Homebase is the ideal information storage program for things like household lists, student notes, and children's educational projects. Inc. clearly labelled "push button" controls and clear comprehensive reference manuals.

A GREAT EDUCTIONAL PACK FOR YOUR CHILDREN AT A FRACTION OF THE NORMAL COST

£89.95 Including VAT

All our packs contain the new Amiga A500 Plus. (1.3 Amigas may still be available to special order, please enquire.)

VISA

Enquiries & Order Line:
0773 836781

Finance Facilities Available*
Please phone us for information and your personal application pack.

Access — SWITCH

GORDON HARWOOD HARWOOD HARWOOD *Computers*
ALFRETON DERBYSHIRE

The Closer you look, The Better we look.

*Finance terms are available (subject to status) for most products; please see our ordering panel at the end of this advert for full details

AMIGA DRIVES & MEMORY

Cumana CAX354 3.5" External 2nd Disk Drive.

- ☆ Features Include
- ☆ Long connecting cable
- ☆ 1Mb, (880K Formatted) Capacity
- ☆ Enable/Disable Switch,
- ☆ Throughport
- ☆ Access Light
- ☆ Compatible with Amiga500/1000 1500/2000/3000 and CDTV

NOW SUPPLIED WITH A FREE 3.5" Disk Head Cleaner to maintain your new drive in 'tip-top' condition.

£57.95



GVP 52-420Mb HARD DISK DRIVES WITH MEMORY EXPANSIONS OF UP TO 8Mb.

- ☆ Capacities of 52 to420Mb
- ☆ Connects to sidecar bus on L/H side of A500/A500 Plus
- ☆ Autoboots with Kickstart 1.3/2.0, boot enable/disable switch
- ☆ Sockets for up to 8 Mb of RAM
- ☆ SCSI Port allows up to 7 other devices to be connected
- ☆ Supplied with easy to use software
- ☆ 2 Year Warranty ☆ Dedicated PSU
- ☆ Mini slot for future expansion
- ☆ PC-AT Emulator planned to be available for 1992

GVP AMIGA A500 HARD DRIVES

RAM SIZE	CAPACITY 52Mb.	120Mb.	240Mb.
0Mb.	£349.95	£459.95	£729.95
2Mb.	£419.95	£529.95	£799.95
4Mb.	£489.95	£599.95	£869.95
8Mb.	£629.95	£739.95	£999.95

GVP AMIGA 1500/2000 HARD DRIVES

RAM SIZE	CAPACITY 52Mb.	120Mb.	240Mb.	420Mb.
0Mb.	£289.95	£409.95	£639.95	£1169.95
2Mb.	£359.95	£479.95	£709.95	£1239.95
4Mb.	£429.95	£549.95	£779.95	£1309.95
8Mb.	£559.95	£679.95	£899.95	£1429.95

CALL FOR MEMORY UPGRADE PRICES IF YOU ALREADY ARE A GVP OWNER!



EDUCATION SOFTWARE

DON'T JUST PLAY GAMES WHEN YOU CAN LEARN WITH YOUR AMIGA TOO!

MICRO MATHS - 24 easy to use programs for GCSE ('O' Level) revision or self tuition £18.95

MEGA MATHS - A 9 level step by step tuition course. For mature beginners, 'A' Level studies & Micro Maths users £20.95

MICRO FRENCH - GCSE French tuition or revision course. Covers both spoken & written French £18.95

MICRO ENGLISH - Complete self-tuition programe to GCSE level. £18.95

PRIMARY MATHS - Ages 3 to 12, Complete 24 Prog. Course. £18.95

SPELL BOOK - Ages 4 to 6, Developed with the help of a Primary School Head Teacher to aid spelling skills. £17.95

HOMEBASE - Home storage prog., ideal for those household lists, childrens educational projects, student notes etc. Easy to use "Push Button" controls and a extensive reference manual. £19.95

COMPENDIUM SIX PACK- 6 Great Educational Progs. for children aged 4-12years of age. Each is designed to keep your childs interest whilst they learn. **KIDS TYPE** - Large characters & colurful graphics helps creation of stories. **WEATHER WATCHER** - Collect & analyse data using graphs etc. even animate your own weather map! **CALENDAR QUIZ** - Quiz based learning of time related events. **WORDS AND NUMBERS** - Put words & scentences in the correct order or group numbers. **GAME, SET & MATCH** - Early learning of shapes colours, numbers, coins, sequences and including a "reaction timer". **WHAT IS IT? WHERE IS IT?** - Learn names & locations of British counties. £29.95

HARWOODS AMIGA 1Mb PRO-RAM PLUS

ADD MORE POWER TO YOUR AMIGA 500 PLUS WITH A FULL 1Mb. MEMORY UPGRADE!!!

- ☆ 1Mb. RAM expansion for the Amiga 500 Plus
- ☆ Gives a total of 2Mb. of RAM
- ☆ Easily fitted without any dismantling in the trapdoor expansion slot underneath Amiga. DOESN'T invalidate your warranty!
- ☆ Low power consumption ☆ 2 Yr Guarantee!

A GREAT NEW OFFER FROM HARWOODS

Only... **£40.00**

0.5 Mb PRO-RAM

- ☆ Compatible with Amiga A500 and 500 Plus
- ☆ Gives A500 a total of 1Mb Memory + Clock
- ☆ Gives 500 Plus a total of 1.5Mb Memory

Only... **£29.95**

AMIGA SOFTWARE

Music-X: The ultimate software for professional MIDI sequencing. The software includes a configurable librarian and a synthesiser patch editor. All you need to recreate a song can be recalled from one performance file including sequences, MIDI routing, sync setup, keyboard maps & synthesiser or drum machine patch libraries. NEW LOW PRICES - £49.95 or just £69.95 with midi-interface!

MIDI INTERFACE (5 Port): In, Out, Through plus 2 switchable thru'/out. Inc. 2 cables. £24.95

AMOS: AMOS allows you to access the power of the Amiga with ease. 500 different commands make AMOS a sophisticated development language. The AMOS animation language allows you to create complex animation sequences. 300 page manual and over 80 example programs £49.95

Amos Add on Modules: (BOTH require Amos prog.)
Amos Compiler £29.95 **Amos 3D** £34.95

BUY ALL THREE AMOS PROGRAMS FOR JUST **£89.95**

SuperBase 4: Most powerful database available for the Amiga.Combines the ease of use of SuperBase 2 with a versatile programming language so that you can tailor your data to your own specific needs for club/business/library records etc. £229.95

Lattice C: An ideal tool for the C programmer whether experienced or a novice. The best way to create applications for the Amiga.Fully supports Motorola chipset. Nearly 300 functions optimised to help the user write the tightest possible code. Includes screen editor. Most Amiga C books are based around lattice. (Requires either 2 floppy drives OR a hard disk drive) £199.95

Deluxe Paint IV: Latest version of the Amigas first, and still the best, paint and animation package, now including HAM mode. (1 Mb. minimum memory or more recommended) £79.95

Vidi, The Complete Colour Solution: Vidi with RGB Splitter, Frame Grabber & Digitiser. Grabs moving colour video into 16 grey scale frames (up to 16 frames in 1Mb. Amiga) and digitises from still colour video source in up to 4096 colours in less than 1 second! Requires home VCR or video camera for grabbing. Requires video camera or VCR with perfect pause for digitising. Now comes with Photon Paint 2.0 ABSOLUTELY FREE OF CHARGE!!! £149.95

STEREOMASTER: High quality "stereo" sampler (best for sampling instruments etc.) £39.95

THE ABOVE IS JUST A SMALL SAMPLE FROM OUR EXTENSIVE RANGE OF THOUSANDS OF SERIOUS, EDUCATION AND RECREATION TITLES.WE CAN'T LIST THEM ALL HERE SO PLEASE CALL US IF YOU CAN'T SEE THE PROGRAM YOU REQUIRE, IT'S PROBABLY IN STOCK!

Pen Pal V.1.3

WORD PROCESSOR/DATABASE

With Pen Pal you can mix text, 4096 colour graphics & data in ways no other w/p can! "It's handling of graphics is unsurpassed: Pen Pal is the only word processor I tested that will automatically wrap text round graphics..

Amiga World, July '90



£79.95

PEN PAL complete WITH 512K Amiga RAM Expansion only...£99.95!

All our packs contain the new Amiga A500 Plus.
(1.3 Amigas may still be available to special order, please enquire.)

Enquiries & Order Line:
0773 836781

Finance Facilities Available*
Please phone us for information and your personal application pack.

GORDON HARWOOD HARWOOD HARWOOD Computers
ALFRETON DERBYSHIRE

The Closer you look, The Better we look.

**Finance terms are available (subject to status) for most products; please see our ordering panel at the end of this advert for full details*

FREE... Fully Tailored Dust Cover with all Dot Matrix Printers

NEW FREE ACCESSORIES

PRINTERS

All printers in our range include a standard Centronics/Parallel Port for direct connection to Amiga, PC's, Atari ST's, Archimedes etc.

We supply a connection cable to YOUR computer — FREE
plus a Quality Dust Cover with ALL Dot Matrix Printers — FREE



When you are comparing our prices to others make sure that the same essential items are included eg. Printer Lead, Dust Cover, Postage and VAT etc.

GORDON HARWOOD PRINTER STARTER PACK
ALL our Dot Matrix Printers are supplied complete with...
200 Sheets of Continuous Printer Paper — FREE
100 Useful Self Adhesive Continuous Labels — FREE
Amiga Printer Drivers Disk — FREE

CITIZEN 120D+ 9 PIN MONO - Up to 120/25 cps — £149.95
- Very reliable low cost printer with interchangable interfaces for Centronics/RS232/serial type (C64 etc.)
- Full 2 Year manufacturers warranty

NEW FASTER STAR LC20 9 PIN MONO - Up to 150/38 cps — £159.95
Replacement for our most popular Mono Dot-Matrix at a super low price
- Multiple font options easily accessible from front panel
- Excellent paper handling facilities
- Simultaneous, continuous and single sheet stationery
- 240 x 240 dpi Graphics

STAR LC200 9 PIN COLOUR PRINTER - 185/40 cps — £209.95
This is the one in our packs!
- 80 Column Dot Matrix
- 240 dpi - 9 Pin COLOUR
- 16K Buffer, 8 Resident Fonts
- Push/pull tractor & rear/bottom feeds
- Reverse paper feeds
- Micro paper feed, Max. paper width 11.7"
- Supplied with colour & mono ribbons
- Paper park with auto single sheet loading
- Programmable from front panel.
- 12 month warranty

CITIZEN SWIFT 9 PIN COLOUR - 160/40cps — £214.95
New super high spec 9Pin colour printer
- 8K Buffer 4 Fonts
- Push and pull tractor built-in
- Feed for labels/multi part stationery
- 240 x 240 dpi Colour Graphics
- Best text quality in our 9Pin range
- 2 Year Citizen warranty

STAR SJ48 INKJET PRINTER — £249.95
New super high quality bubble ink jet printer
- 64 Nozzle ink jet
- Emulates Epson LQ and IBM Proprinter for full compatibility
- Complete with AC adaptor
- Large 28K Buffer
- 360 x 360 dpi near laser print quality
- Optional Ni-Cad battery for mains free operation

STAR LC24/200 24 PIN MONO - 220/55 cps — £249.95
Mono version of LC24/200 Colour, same spec except for a smaller 7K buffer

STAR LC24/200 24 PIN COLOUR - 220/55 cps — £299.95
Colour version of the LC24-200 Mono.
- 80 Column Dot Matrix
- 360 dpi - 24 Pin MONO
- 30K Buffer (expandable)
- 10 Resident Fonts
- Front Panel Pitch Selection
- Push/pull tractor & rear/bottom feeds
- Reverse paper feed
- Paper park with auto single sheet loading
- Micro paper feed, Max. paper width 11.7"
- Supplied with mono ribbon
- Faster than the old LC24-10
- Extra font cartridges available
- Program from front panel, No DIP switches
- 12 month warranty

NEW 24 Pin CITIZEN 224 COLOUR - 160/53 cps — £254.95
Brand New, lowest cost colour 24 Pin printer, anywhere!
- 80 Column Dot Matrix with 4 Fonts
- 360 dpi - 24 Pin COLOUR
- 8K Buffer expandable to 32K
- Easy to use front panel controls
- Push & pull tractor feeds
- Complete paper parking facilities.
- Supplied with mono & colour ribbons
- Full 2 Year Citizen Warranty

NEW 24 Pin CITIZEN SWIFT 24E COLOUR - 180/60 cps — £319.95
Brand New, superb specification colour 24 Pin printer.
- 80 Column Dot Matrix with 7 Fonts
- 360 dpi - 24 Pin COLOUR
- 8K Buffer expandable to 32K
- Easy to use LCD panel controls
- Push/pull & bottom tractor feeds
- Complete paper parking facilities.
- Supplied with mono & colour ribbons
- Full 2 Year Citizen Warranty

NEW FASTER STAR XB 24 PIN COLOUR RANGE XB24-200 & XB24-250 - 275/80 cps — £399.95 24-200 Colour; Wide Carriage £499.95 24-250 Colour
These NEW top of the range Stars replace the XB24/10 & XB24/15, & offer the best possible quality dot matrix printing
- Exceptional print quality
- 4 x 48Pin super letter quality fonts
- 14 x 24Pin near letter quality fonts
- Buffer: 29K(XB24/200) & 76K (XB 24/250)
- 360 x 360 dpi Colour Graphics
- 12mths on-site warranty (UK Mainland)

HEWLETT PACKARD PAINTJET COLOUR A4 INKJET — £579.95
Our best quality full colour printer at a realistic price
- Parallel/Centronics or Serial RS232 I/F (specify with order, MAC option available)
- For presentation graphics/DTP, CAD and technical/scientific applications
- A full page of colour graphics in 4 minutes (typical)
- Non impact printing,
- virtually silent, 43dba
- Will print transparencies
- 12 Months on-site warranty (UK Mainland)

STARSCRIPT - 4ppm POSTSCRIPT COMPATIBLE LASER — £1099.95
A4 Laser Printer, will connect to PC, Amiga, Atari ST, Macintosh etc.
- 300 DPI, 2Mb. Upgradable to 5Mb.
- Emulations inc: HP Series II, Epson EX800, IBM Proprinter & Diablo 630
- Complete with "Starscript" (Stars postscript language emulation)
- Serial and Parallel Interfaces
- 12month on site warranty (UK Mainland)
- 49 quality fonts built-in
- Appletalk for connection to Macintosh
- Every desktop publishers dream

SEE OUR LIST OF ACCESSORIES FOR BOTH STAR AND CITIZEN PRINTERS, ALL AT COMPETITIVE PRICES!
All the characters Per Second speeds quoted above are Draft/LQ at 10cpi

PRINTER ACCESSORIES

CITIZEN PRINTER ACCESSORIES:

Citizen 120D+ Sheet Feeder — £69.95
Citizen 120D+ Parallel Interface — £49.95
Citizen 120D+ CBM C64 Serial Interface — £49.95

Citizen 124D 32K Buffer — £13.95
Citizen 124D Semi-Auto SheetFeeder — £39.95
Citizen 124D Automatic Sheet Feeder — £79.95
Citizen 124D Printer Stand — £24.95

Citizen Swift 9 Semi-Auto SheetFeeder — £39.95
Citizen Swift 9 Automatic Sheet Feeder — £79.95
Citizen Swift 9 Printer Stand — £24.95

Citizen Swift 9X Printer Stand — £34.95
Citizen Swift 9X Automatic Sheet Feeder — £139.95

Citizen Swift 24 32K Printer Buffer — £13.95
Citizen Swift 24 Semi-Auto Sheet Feeder — £39.95
Citizen Swift 24 Automatic Sheet Feeder — £79.95
Citizen Swift 24 Printer Stand — £24.95

Citizen Swift 24X Auto Sheet Feeder — £139.95
Citizen Swift 24X Printer Stand — £34.95

HEWLETT PACKARD PAINTJET PRINTER ACCESSORIES:

Hewlett Packard PaintJet
Black Ink cartridge — £25.95
Colour Ink Cartridge — £31.49
Single Sheet Printer Paper — £17.95
Z-Fold Printer Paper — £15.95
Transparency Paper:
Pack of 50 Sheets — £52.95

STAR PRINTER ACCESSORIES:

Star LC-20 Mono Printer
Automatic SheetFeeder — £74.95

Star LC24-10 Mono Printer
32K Buffer £67.95 — £67.95
Automatic SheetFeeder — £74.95

Star LC-200 Colour Printer
Automatic SheetFeeder — £74.95

Star LC 24-200 Mono/Colour Printers
32K Printer Buffer — £34.95
Automatic SheetFeeder — £74.95

Star SJ48 Printer
Automatic Sheet Feeder — £54.95
Ni-Cad Battery — £39.95

Star XB 24-200 Colour Printer
Pull Tractor — £34.95
Font Cartridges -
Styles To Be Announced — £29.95
128K Centronics Printer Buffer — £89.95
Automatic SheetFeeder — £114.95
Dual Bin SheetFeeder — £429.95

Star XB 24-250 Colour Printer
Pull Tractor — £34.95
Font Cartridges -
Styles To Be Announced — £29.95
128K Centronics Printer Buffer — £89.95
Automatic SheetFeeder — £174.95
Dual Bin SheetFeeder — £469.95



GENUINE CITIZEN & STAR REPLACEMENT PRINTER RIBBONS

PRINTER	PRINTER TYPE	BLACK RIBBON	BLACK RIBBON 'SIX PACK'	COLOUR RIBBON	COLOUR RIBBON 'SIX PACK'
CITIZEN 120D+	BLACK ONLY	£4.95	£24.95	N/A	N/A
CITIZEN 124	BLACK ONLY	£4.95	£24.95	N/A	N/A
CITIZEN SWIFT 9	BLACK/COLOUR	£4.95	£24.95	£16.95	£99.95
SWIFT 24/24E/224	BLACK/COLOUR	£4.95	£24.95	£16.95	£99.95
STAR LC10*/20☆	BLACK/COLOUR	£4.50*☆	£24.95*☆	£6.90*	£36.50*
STAR LC200	BLACK/COLOUR	£6.95 ZX9	£36.95 ZX9	£12.95 ZX9CL	£69.95 ZX9CL
STAR LC24/200	BLACK/COLOUR	£8.95 Z24	£49.95 Z24	£14.95 X24CL	£74.95 X24CL
STAR XB RANGE	BLACK/COLOUR	£8.95 Z24	£49.95 Z24	£14.95 X24CL	£74.95 X24CL
STAR SJ48 INK CARTRIDGE	BLACK ONLY	Also compatible with Apple Stylewriter and Cannon BJ10E Bubblejet			£15.95ea.

BOOK SHOP

FOR BEGINNERS & EXPERTS ALIKE



WE ALWAYS CARRY LARGE STOCKS OF THE FULL RANGE OF ABACUS & OTHER BOOKS...Phone us for details!

AMIGA FOR BEGINNERS - VOL. 1 ABACUS BOOKS, — £12.95
From unpacking your Amiga to creating your own icons, includes first use of basic and extras disk. NEW revised version covering workbench 1.3 and 2

AMIGA BASIC INSIDE AND OUT - VOL 2 ABACUS BOOKS, — £18.95
Definitive step by step guide to programming Amiga's in basic.

AMIGA MACHINE LANGUAGE - VOL 4 ABACUS BOOKS, — £14.95
Practical guide to learning 68000 assembler language.

AMIGA DOS INSIDE AND OUT - VOL 8 ABACUS BOOKS, — £24.95
Guide to Amiga DOS & CLI. NEW Edition inc. WB 2.0 (includes Free Help Disk)

AMIGA HARDWARE REFERENCE MANUAL-Addison Wesley, — £21.95
Written by technical experts at Commodore Amiga Inc, USA... the people who designed your Amiga. Hardware level machine code programming at advanced level. New revision now also includes Kickstart 2.

AMIGA, BEST OF TRICKS & TIPS Vol. 17, — £32.95
A complete set of tricks and tips that enable you to do MORE with your Amiga and as simply as possible. (Includes Free Disk)

GETTING THE MOST FROM YOUR AMIGA [without disks], — £9.95
From Future Publishing, the producers of Amiga Format Magazine and fully updated for 1992 OR...
available with 2 HELP DISKS INCLUDED — £13.95

Credit terms are available (subject to status) for most products; see our ordering panel at the end of this advert for full details

NOW INCLUDING TEN FREE GAMES PACK TOTALLY FREE!

INCLUDES FREE...FREE... F19 STEALTH FIGHTER

MONITORS & MONITOR TV's

Harwoods stock a complete range of both Monitors & Monitor TV's to give you your perfect solution to the type of display to buy.



PHILIPS CM8833/II Stereo High Resolution Colour Monitor

The ever popular 14-inch Philips CM 8833 MkII. Its versatility means you not only get excellent colour graphics & text performance with a wide range of personal computers, but when connected to a VCR , you get an amazing 600 pixel TV picture.With the 8833 MkII, Harwoods give you the complete set up, to get you going straight away... Monitor, RGB picture and Stereo Audio Cables, Tailored dust cover, and a full 12 Months on site service warranty.

☆RGB/AD, TTL, Composite. Video & stereo audio inputs ☆Can be used as a TV with VCR or Tuner ☆Also as a Video Camera display monitor ☆Retractable stand ☆Twin Stereo Speakers ☆Headphone Jack Socket ☆FREElead for your computer ☆FREE 12 Month on site service warranty.

THE MOST VERSATILE STEREO COLOUR MONITOR AVAILABLE **£234.95**

CBM 1084S STEREO COLOUR MONITOR.

Commodore's Own Stereo High Resolution Colour Monitor with... ☆RGB/AI/TTL, Composite. Video/Audio Inputs ☆Can be used as TV with VCR or tuner. ☆Twin Speakers for stereo output ☆Supplied with cables for A500, CGA PC,\C16-64-128. **£269.95**

It's important to remember that most TV Monitors, are still first and foremost televisions, meaning that their average 400 pixel tube display 50% lower resolution than a monitor) cannot be guaranteed to display 80 column text clearly without risking eye strain. If choosing a Television Monitor ensure it has the latest 2000 character tube capability, meaning it can handle the Amigas' 80 characters, by 25 line output clearly.

NEW!!! PHILIPS 15" FASTEXT TELETEXT REMOTE CONTROL 60 CHANNEL MONITOR TV. BRAND NEW SUPERB DEFINITION PHILIPS MONITOR TV. IDEAL FOR AMIGA OR CDTV USERS, GIVING FOR THE FIRST TIME TRUE MONITOR QUALITY FROM A FULL FEATURE TELETEXT TV AT AN AFFORDABLE PRICE!!!. JUST LOOK AT THE FEATURES... ☆Direct Scart Connector for Amiga, CDTV, VCR OR SATELLITE RECEIVER ☆RGB/AD, Composite Video & audio inputs ☆FULL TELETEXT FACILITIES (FOR THIS FACILITY EXTERNAL AERIAL SHOULD BE USED) ☆Headphone Jack Socket ☆FULL TWO YEAR GUARANTEE ☆2000 CHARACTER HIGH DEFINITION FST TUBE ☆SUPPLIED WITH LOOP AERIAL ☆REMOTE CONTROL ☆FREE lead for YOUR computer *(IF YOU WOULD LIKE THE MONITOR TV IN OUR PACKS 2, 3, AND POWERPRO, AT NO EXTRA COST, TO REPLACE THE 8833/II, SIMPLY ADVISE US AT THE TIME OF ORDERING)* ONLY... **£259.95**

10 FREE GAMES WITH YOUR TV OR MONITOR WHEN PURCHASED SEPARATELY (ie. These games are already included within Harwoods Amiga Packs 2, 3, & Powerpro...see details on pages 1 & 2 of this advertisement!!!)

AMIGA ACCESSORIES

KCS POWERBOARD IBM PC EMULATOR ☆Allows you to run many popular IBM PC compatible software titles on your Amiga or Amiga A500 Plus ☆Hercules, CGA & Monochrome Video Support,☆Supports Both 3.5 Inch & 5.25 Inch Diskettes ☆Fits Into A501 RAM Slot, 8088 XT Processor, ☆Clock/Calendar Included, ☆Acts As 512K RAM Exp. When In Amiga Mode, ☆Includes MS-DOS 4.01, Shell & GW-BASIC, DOS-Help, & On-Board Memory ☆Supports A590 Hard Drive, Mouse Driver Software Included. WHEN ORDERING PLEASE SPECIFY WHETHER YOUR AMIGA IS A 1.3 OR PLUS VERSION. — **£219.95**

KCS POWERBOARD AS ABOVE BUT WITHOUT: MS-Dos 4.01, GW-Basic, Shell, — **£189.95**

POWER MONO SCANNER COMPLETE WITH POWER SCAN SOFTWARE — **£99.95**
100dpi TO 400dpi. Supports up to 64 grey shades. Throughport for printer etc.
Supplied with Power Scan software, allows full screen image editing, interlace mode on or off, edit true grey scale and even colour images.

SUPRARAM RX 500 (2Mb. to 8Mb. RAM Expansion)
The RAM expansion giving massive memory WITHOUT dismantling your Amiga, thus avoiding the possibility of invalidating your warranty. Easily connects to sidecar with bus 'pass-through' for HD's etc.
2Mb. RAM Version £199.95 — 4Mb. RAM Version £329.95 — 8Mb. RAM Version £549.95



NAKSHA MICROSWITCHED MOUSE	£24.95
HIGH QUALITY OPTICAL MOUSE	£32.95
COMPETITION PRO JOYSTICK 5000 Black	£7.95
ZIPSTICK JOYSTICK	£12.95
COMPETITION PRO STAR JOYSTICK	£14.95
The ONLY joystick to obtain a 100% rating from a magazine review!	
3.5" DISK HEAD CLEANER	£2.99

BLANK DISKS with labels

10 Genuine SONY 3.5" branded	Only £9.95
50 Genuine SONY 3.5" branded	Only £39.95
10 Unbranded with library case 3.5" certified	Only £7.95
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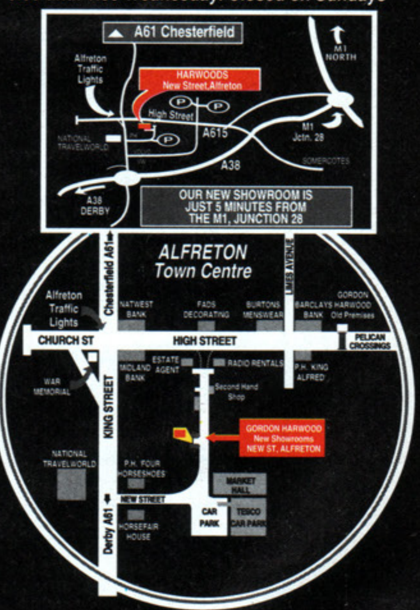
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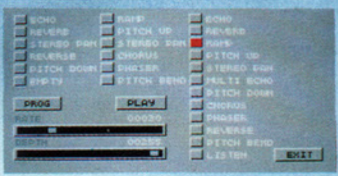
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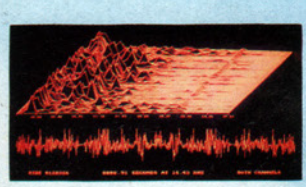
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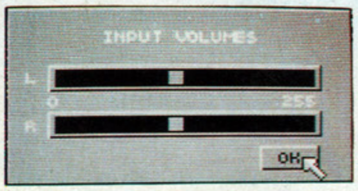
3D DISPLAY OF SAMPLE FREQUENCIES (FFT)



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AMAS 2 for the AMIGA

Following in the footsteps of one of the best sound samplers ever produced comes the innovative AMAS 2. With even more features than the original Amas which was featured in the Paula Abdul music video "Cold Hearted" this package is high in professionalism but low in price. Amas 2's new digital input controls allow you to adjust the input level of your sounds from the software suite by precise adjustment rather than by messy analogue controls as you would find on other samplers. By purchasing this state of the art product which combines a quality sampler with the expertise of over 10 years of software programming, you are purchasing a top quality product in the knowledge that it is not only compatible with existing Microdeal products but will also be with future ones.

What is AMAS 2

Amas 2 is a high quality sound sampler and midi interface for the Amiga range of computers. The sampler cartridge in its stylish wedge shaped box enclosed in this package plugs into the printer and serial ports at the rear of the computer and allows you to analyze the sounds coming in, change the way they sound by using the real time special effects or record sounds all using devices such as Personal Cassette players, Compact Disc Players etc. Once in the computer AMAS 2's unique editor will enable you to edit the sound in practically any way you can imagine and even add some special effects to the sounds. Once you have the sound sample how you want it, you may incorporate it into your own programs or use Amas 2's unique MIDI playback controls for replaying the sample from a MIDI keyboard or similar.

The Sampling Software

Every feature you would expect to find in a professional editing suite including:

* Real time record/play ghost markers
* Cut or Delete selected sample area
* Mix sample with full or half volume
* Shrink in by 25%/50%/75% by drag or wipe
* Fade in/out with selectable degree of fade
* Filter sample with soft/medium/hard filter
* Selectable trigger volumes
* Record frequency from 3.0 to 55.9 Khz
* Full editing and control facility for left/right channels
* Software selectable left and right digital input volume controls (255 levels)
* Playback volumes
* Decrease volume
* Increase volume
* Bounce sample
* Paste sample
* Trigger recording
* Clear left/right samples
* Loop sample

The Special Effects Software

For the first time ever you can emulate special sound effects in real time just like the sound labs can for film studios, normally the hardware to produce these effects would cost many times more than this package. Features on the FX menu include;

* Built in real time special effects including Echo, Reverb, Ramp, Pitch up/down, Stereo bounce, Multi echo Chorus, Phaser, Reverse and Pitch bend.
* Fully programmable special effects so that customised effects can be recalled
* Samples can be re-played back through the special effects menu

The Analytical Software

A whole host of pro-type analytical functions include;

* 3D display of sample frequencies (Fast fourier transform)
* 3D display also includes 2D envelope display plus sample information
* Built in Stereo spectrum analyzer
* Stereo Oscilloscopes with trigger markers

The MIDI software

Easily accessable from pull down menus the new MIDI software suite allows you to trigger samples using either and external MIDI keyboard or the Amigas keyboard. Just look at these features;

* Selectable MIDI channels
* 2 voice polyphonic (Stereo)
* Up to 18 Stereo or Mono samples can be mapped onto the keyboard
* Multiple MIDI keyboard splits
* Load/Save sample set (with settings/splits).

Other innovative features

We know this product is years ahead of its time and these additional features justify our boast;

* New style stereo cartridge
* Produces stand alone executable sample files
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* PAL/NTSC full screen display
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Screenplay

It's here at last, folks! Summer is upon us. Think of the outdoor pursuits that await you: deckchair-wrestling, UV-induced skin-peeling, and getting stuck in traffic going to the beach. It's time to unplug your Amiga life-support unit and be seen in public protecting yourself with Screenplay: the games-junkie's antidote to sensory deprivation. Apply liberally!

THE SUNSHINE BAND

In the arid wasteland they call the ***AMIGA FORMAT*** office, not a soul is stirring. Gone is the chatter of happy voices; past is the time of squabbling for temporary ownership of the office Amigas. Why?

It is a time of great rejoicing. High up in the sky, through the hole in the ozone layer, we have seen a large orange disc that was once known as 'Ye Sunne.'

As a result, a Lemming-like fever has overtaken our staff. Dashing madly out of the building, tearing their clothes asunder, our motley crew disappeared on a variety of futile missions, laughingly called holidays.

But we have a feeling they'll be back before long. Already the Amigas are transmitting the special recall-signals that will bring them scuttling home and return the sky to its natural dark grey in time for August.



PAGE 56 Find out who's top of the league in our stunningly *Sensible Soccer* round-up.



PAGE 62 It's big, it's bold and it's no secret - *Monkey Island 2* is here, and it's amazing.



PAGE 68 What's red-hot and still cool at the same time? It has to be *Fire and Ice*.



PAGE 94 If you're still thirsting for hot weather, check out *Dune*. It's a sand-stormer!

NEIL JACKSON



Holiday pursuit:
Going to Rio de Janeiro in a desperate bid to conquer the ascent of the Earth Summit (because it's there).
Being recalled by:
***Dune* from Virgin.**

CLARE HODGSON



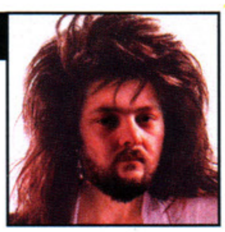
Holiday pursuit:
abseiling down the 70-storey O & Y Canary Wharf building in London's Docklands (because it's spare).
Being recalled by:
***Parasol Stars* from Ocean.**

JAMES LEACH



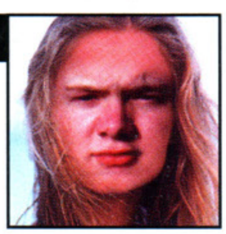
Holiday pursuit:
roaming the country, judging the EEC Dirtiest Beach, armed with a long stick.
Being recalled by:
***Secret of Monkey Island 2* from US Gold.**

TIM SMITH



Holiday pursuit:
digging the Jubilee line to Stratford as part of the "Discover Shakespeare Experience".
Being recalled by:
Legend from Mindscape.

PAUL TYRRELL



Holiday pursuit:
a two-week intensive course in ball-boy management at Wimbledon.
Being recalled by:
***Global Effect* from Millennium/Electronic Arts.**

NEIL WEST

Holiday pursuit:
Going to Barcelona for the Olympics without a ticket (and entering the Men's 100m Gate-Crash).
Being recalled by:
***Starush* from UBISoft.**

DAMIEN NOONAN



Holiday pursuit:
night-time hot-air ballooning over Sellafield reprocessing plant, to discover the secret of personal fluorescence.
Being recalled by:
***Links* from US Gold.**

MARCUS DYSON



Holiday pursuit:
buzzing Glastonbury festival in his dayglo helicopter, playing "The Ride of the Valkyrie" and dropping smoke bombs.
Being recalled by:
***Fire and Ice* from Renegade.**

STEVE JARRATT



Holiday pursuit:
appearing in "Goodbye Cruel World" at the Beachy Head Cliffside Open Air Theatre.
Being recalled by:
***Lure of the Temptress* from**

MAFF EVANS



Holiday pursuit:
holding a benefit gig in his council allotment in aid of vegetable-cruelty charities throughout the world.
Being recalled by:
***Sim Ant* from Ocean.**

Take a look into the Amiga Format crystal ball and see what the future holds in store for your gaming pleasure. Roll on the...

Coming

WORK IN PROGRESS



"Once more into the Breach", says Impressions, but this time they've put some half-decent graphics in their new *Paladin 2*. Could this be a contender for the first Impressions Format Gold?

This month sees another huge crop of forthcoming releases from software houses big and small. Impressions are busy polishing the armour and oiling the leg-braces on their latest fantasy role-player, Paladin 2. Impressions reckon they've at last hit the right mix, by combining the playability of **Breach 2** with graphics that will make you swoon. And you know, they just might be right this time. Look out for it very soon.

Over at **Millennium**, things are hotting up for the **Offishal Aquabatic Games**, featuring none other than **James Pond** in a wealth of water-related sports. Deep under the Atlantic, in the long-lost city of Atlantis, our man is vying for the top slot, up against the hardened underwater agents of FISH. Look out for a damp puddle on your Workbench, sometime next month.

It must be something to do with the weather; everyone's going a bit nuts at the moment. Those strange chaps at **System 3** have just announced their forthcoming platform game is to feature, er, a lump of putty. Yes! Not your linseed oil, hold-the-windows-in type putty, but the sort you can bend, stretch and peel the ink off newspapers with. Their flexible friend, **Silly Putty**, is destined to be something of a stormer, and word has it that a Creditable Big Manufacturer (if you get the hint) has already taken the splodgy blue character to its heart and is adopting him as their mascot. We shall see more this September.

Other crazy goings-on are occurring at **Codemasters**. To celebrate the release of yet another Dizzy game, **Dizzy and the Lost Treasure of the Yolk Folk** (god, who invents these names?), the mad Codepersons are including scratch 'n' sniff cards in the boxes. Codie PR person, Richard Eddy, has been spotted rubbing small sheets of paper over various parts of his anatomy recently, but we're not sure if that's got anything to do with it. Slightly less madly, they're also preparing a jamboree bag of games, **Cartoon Collection**, which features five arcade games, three of which are previously unreleased. They're also busy poking fun at pachyderms, in **CJ in Space**, an elephant-orientated platform game. The Codies' designer, Shân Savage, is pictured above "gathering research material" from Tonzi and Mimbu (the ones on the right) at Twycross Zoo. Let's hope she has a large plastic bag to carry it all home in. →



Codemasters game-designer, Shân Savage, attempts to convince the world that elephants make good household pets. Just don't leave them locked in your car on hot days, OK.

Zool

Gremlin Expected: July

No, it's not *Sonic the Hedgehog* (despite the resemblance), it's *Zool*, Gremlin's Ninja of the Nth Dimension. OK, so he's the star of a platform game, but that's where the similarity ends. *Zool* is, as they say, a different kettle of worms. *Zool* is a versatile little character, able to run, jump, punch, kick, shoot, spin and climb. Much like your average neighbourhood kid, except that he has the ability to use magic, something most kids can only dream of.

His mission in life is to make it through seven levels of madcap mayhem, each full to the brim of puzzles and problems to solve on the way. His journey begins in the Sweet world, a place inhabited by liqourice pokers, jelly blobs and exploding cherries. But this place is far from sweet, as *Zool* is bound to discover the first time he goes up against the chocolate spikes. If he's smart, he'll use his magic clone to clear a path through and help him conquer the choc horrors.

After this, Zool has to make his way through the Music world – where harmony is not always the order of the day. Crazy cellos, deadly drumsticks and crushing cymbals are all hell-bent on Zool's destruction. But a tune on the magic piano may restore tranquillity to the troubled scene.

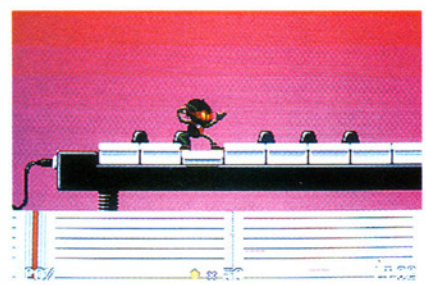
And so it goes on, through the Tool world where drills and saws are your deadliest enemies, on to the world of Fruit, where a pomegranate in the hand is worth a life sentence or two. Gremlin's designers attempt to prove to the world that they alone hold the title of 'weirdest people in the universe' and you get to knacker up your joystick hand once again. It's enthralling, it's entertaining, and it's due next month.



CD or just plain seedy? Gremlin's *Zool* features a Sonic lookalike in a crazy world of ninja fun.



It may look sweet, but this place is deadly. *Zool* takes on the unanswerable Smarties from hell.



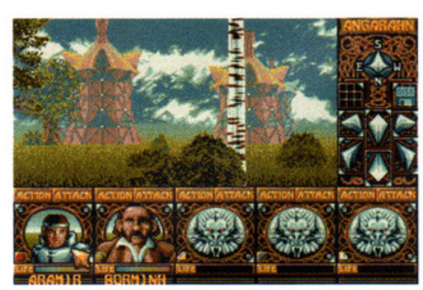
On his travels, Zool makes use of many strange items, like this piano keyboard and music sheet.

Ishar: Legend of the Fortress

Silmarils Expected: July

Hot on the heels of *Eye of the Beholder 2*, is *Ishar: Legend of the Fortress*. This fantasy role-playing game looks every bit as good as the classic US Gold hit. Fans of clerics and wizards will be pleased to know *Ishar* spells are many and varied; you can mix and match herbal ingredients to your heart's content.

Ishar has some incredible graphic moments, like the first time you stumble upon a town. This is something even *Eye of the Beholder* hasn't come close to doing well, and *Ishar* currently holds the crown for "most promising outdoor fantasy adventure".



Moody graphics and a deep, dark plot make *Ishar* an adventure worth a closer look. But will it turn out to be an *Eye of the Beholder*-beater?

Attractions

Ugh!
Play Byte Expected: July



Play Byte's latest German offering features a caveman (Ugh) and his bride-to-be. She wants to marry him but he doesn't have any money. Ugh makes a pedal-powered helicopter to transport cavemen. He can then make enough cash to convince his fiancee he has honourable intentions .

Risky Woods
EA Expected: July



If you go down to the woods today, you wanna be blimming careful. Those weirdos from Electronic Arts have been lurking there for ages building their latest platform game. The place has been brimming with strange men in monkish habits and nutters leaping from tree to tree.

International Sports Challenge
Empire Expected: July



Yo ho ho and ruptured hernia! Empire take to the track in an attempt to make everyone fitter. This pack of sports games features swimming, cycling, diving, show-jumping, shooting and a nice warm marathon to round off with. Phew! There's over 2,000 combinations of events.

European Football Championship
Domark Expected: July



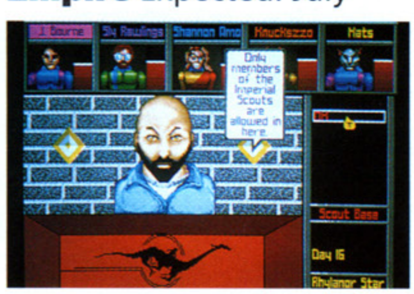
Nice one, Cyril. Domark jump on the bandwagon with their new footie game. "A passable, but not inspiring bit of footwork from Domark, and we see the game disappearing into the back of the net." "Yeah, Elton, and just in time, the ref's just blown his whistle." Roll on Wimbledon, eh?

Cool Croc Twins
Empire Expected: July



It's a platform game that'll have you standing on your head. Punk and Funk, the twins, are aiming to win over a young female, Daisy Crocette . They chase her through 60 levels of side-to-side madness in order to win her love. Sounds like a croc of (snip... Ed), doesn't it?

Mega Traveller 2
Empire Expected: July



Empire embark upon the *MegaTraveller* sequel: Quest for the Ancients. This time, they're promising better graphics and a plot to make your hair turn grey. We'll take some convincing (after the disaster that was *MegaTraveller 1*), but the first reports are very promising.



Euro-Soccer (as it's currently known) from Creative Edge is a bit of a latecomer to the Championships. How will it score? Will it be finished before the ref blows the final whistle?

As football fever reaches its peak this month, news is filtering in from Scottish programming team, **Creative Edge**, who're busy toiling over their **Euro-Soccer**. Touted as "the business" by team-managers and club chairmen everywhere. Euro-Soccer features full use of the Amiga's Overscan mode, over 300 frames of player animation, multiple offensive modes and sampled speech. Surprisingly, they're still looking for a publisher, but are confident that it'll be on sale by the time the Championships are underway. Talk about doing up your laces as you run on to the pitch!

If footie-talk is not your idea of refined, genteel conversation, you may find **MicroProse's Civilisation** more your cup of tea. Set on Earth in the year 4,000 BC, it puts you in charge of a nomadic tribe which you have to guide to civilisation. Your brethren gradually increase in number, bringing with them all the problems of modern existence – economics, politics, and war. This isn't helped by the fact that certain real-life figures, like Napoleon and Ghengis Khan, make guest appearances and generally upset the apple-cart. Look out for a world of trouble during July.

Other Microprose titles waiting in the stables include **ATAC** – a flight-sim-cum-strategy game which pitches you against the Columbian drug-barons, and **Darklands** – MicroProse's first fantasy role-player, set in 15th century mediaeval Germany. **Darklands** features hand-drawn and digitised artwork, though we're not quite sure how Microprose managed to take a video-camera back 500 years. More news in August, when we hope to find out.



Old Commodore fans will remember Stavros Fasoulas – the Finnish shoot-em-up king from a few years back. Now he's arrived on the Amiga, with *Galactica;* a non-violent shoot-em-up. Strange, eh?

Over in Finland, a new software company is taking shape. **Terramarque,** brainchild of long-established programming genius Stavros Fasoulas, is soon to release **Galactic**, a non-violent shoot-em-up centred around a king who has a few problems with a pack of strange cards. Using a software-controlled six-channel sound system and 160 colours on-screen at once, Galactic could be something rather special. Look out for a review real soon.

Another virgin software house experimenting with strange games are **Virgin**. They're slaving over **Apocalypse**, the opposite of Terramarque's anti-violence. It's basically a free-for-all fire-fight in the depths of the jungle. The rules are simple: fly there in your chopper, and shoot, shoot, shoot. Oh, and if you get the chance, rescue a few prisoners of war too. Preferably sometime in the Summer, when you can do it all from the safety of your Amiga.

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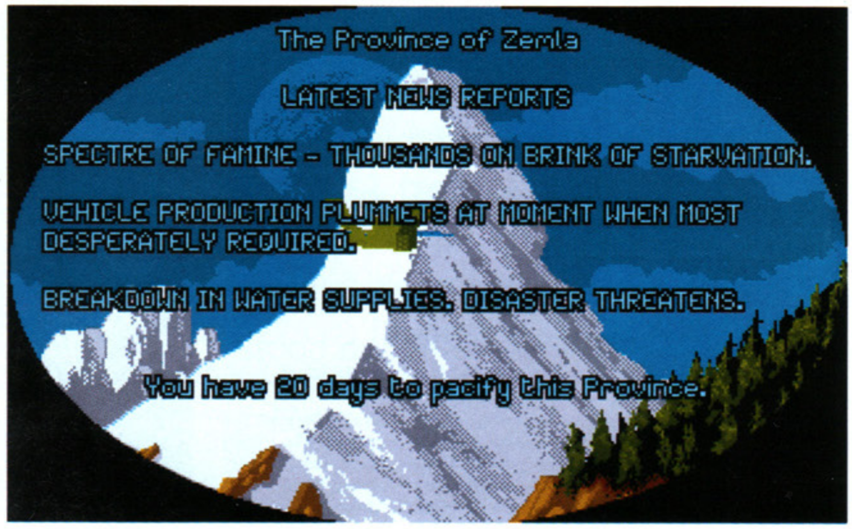
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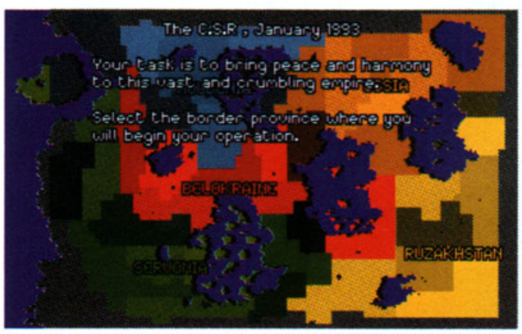
UNDER CONSTRUCTION

With the troubles in Russia barely out of the news and Yugoslavia still tearing itself apart, Mirage prepare to show the heads of state the proper way to bring peace to a troubled nation.



Every time you embark on a new journey, you receive a news report of some sort. This enables you to keep an eye on the progress you're making.

Ashes of Empire



To pacify the huge Soviet-style states, you must work from province to province, making the lives of the citizens better.



Each town has a number of buildings which you can attempt to control. Vital resources help your anti-war effort.

First there was *Midwinter*, then came *Flames of Freedom*, soon there'll be *Ashes of Empire* from Mirage. The brainchild of Mike Singleton, *Ashes of Empire* uses an improved *Midwinter*-style 3D system to provide you with a massive task - the restoration of peace to a troubled group of European states. If you've been watching the news lately, you'll know just how hard it's been for the UN to do the same thing in Yugoslavia. But with *Ashes of Empire* you get a chance to see just how hard that really is.

Real politik

Modelled closely on the recent struggles in Russia, *Ashes of Empire* is set in a vast group of disparate provinces. Each one used to be part of a giant totalitarian state which is now crumbling fast. You're the equivalent of the UN peace-keeping force, and your job is to visit each province trying to restore order. You do this in a number of ways; by gaining the support of the inhabitants (using anything from honesty and charm to skullduggery and violence), and by taking over all military and civilian buildings you come across. If you can hold sway over the entire province within the time limit, your mission is deemed successful and you can proceed to the next one.

No *Midwinter*-style game would be complete without the customary fractal map, and *Ashes of Empire* is no exception. However, the one here is far larger than anything you've seen before in its predecessors. It's also full of new features which make it much more useful than before. Now you can click on any number of locations and instruct the system to find the shortest route between them. Even complex routes can be chosen, enabling you to visit a whole string of towns, one after the other. A keypress takes you into the cockpit of your fighter, and off it flies under auto-pilot, to the first of your destinations.

Apart from this facility, the map has a few other neat features. For instance, you can look at a chosen area from the side, and see a 3D, isometric style of view which shows all the peaks and troughs in the landscape. Another option lets you remove all the water from the oceans and lakes. This isn't as useless as it sounds, because it lets you see how deep the seabed is. This, in turn, is very useful if you're intending to cross oceans in a submarine.

When you meet a new character, you can either agree to their demands to get them on your side, or try a bit of subterfuge, threatening behaviour or turn on the charm. But these charades might waste more of your precious time.



In short, *Ashes of Empire* involves you travelling all around the troubled provinces, meeting people and attempting to persuade them to join your side. Every building has at least one member of staff who's responsible for the place. You have to convince them that you're worth following and in return you'll receive a few goodies and their undying support. You do this using a number of 'intention icons' which convey your mood to the person you meet. You can try tricking them, frightening them, sweet-talking them and a whole range of other ploys, but only two will work. Each failed attempt wastes you a bit of time, which you can ill afford to lose.

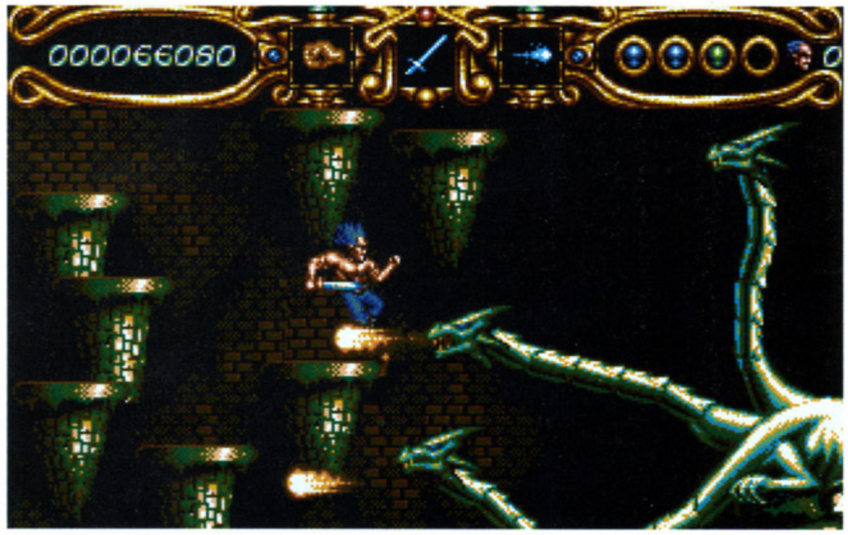
Ashes to ashes

Occasionally, you'll find the location of one of the special characters. These are members of specific factions who have special skills. They can be nurses, doctors, builders or have some other useful profession. If you can convince them to join you, they bring their skills, (and possibly even a few thousand votes) over to your side. Using these special characters, you can create teams of people to help repair and rebuild much needed supply-lines, or destroy the remnants of the old oppressive society which once ruled. Finding and enlisting the specials is the key to *Ashes of Empire* – without support, you don't stand a chance.

As you read this, Mike Singleton and co are busy putting the finishing touches to *Ashes of Empire*, which they expect to release next month. True to form, it's a massive game that'll engross you for weeks – if you thought *Flames of Freedom* was an epic, you're in for the campaign of your life. We'll be on hand to give you *the* review, just as soon as we can pull the game out of Mike's clenched fist.

THE NEXT BIG THING

In the software game, you're the one who keeps the score - and you don't forget. **Neil Jackson** attempts to discover whether System 3 can make it back into everyone's good books.



Hot-foot your way through Hell and hack off the heads of the Hydra. It's hard work, but with a little help from a few demi-gods on the way, you just might make it. Destined to be a chart-topper, *Myth* has everything a growing psycho needs to boost his capacity for mayhem and mindless violence.

History or Mythtery?



Rushing through architecture that Chris Wren would be proud of, you make your way into the Greek period. The peak of mythological madness, this area is full of Zeus-cronies.

There was a time when people bought System 3 games on the strength of their track record, but nowadays we're more cautious. After the massive success of their first title, the award-winning *Last Ninja*, System 3 seemed like they could do no wrong. But a crop of particularly "so-so" games, like *Dominator* and *Tusker*, made everyone think twice about the hype, and look closely at the quality. For System 3, these must have been trying times, watching their hard-earned prestige crumble. But everything comes to he who waits, and now they could regain their premier league epithet. Is it a promise, or just myth?

Last chance

A long time in coming (and an even longer in testing, thanks to System 3's supremo, Mark Cale, who's not averse to last-minute redesigns), *Myth* is without a doubt their best effort since *Last Ninja*. It needed to be, too. Essentially a platform arcade game, *Myth* is a good, scrolling shoot-em-up to boot. Fairly ordinary start, you might think, but what makes it special is the combination of mythological adventure and superb graphic flair. A platform game it might be, but it's also a mildly educational romp through the more legendary moments of history.

The plot is basic, but not too boring. An evil god, Damaron, has hijacked the power of several mythological good gods, like Odin, Tutankhamen and Aphrodite, and turned it against mankind. Your job is to vanquish the evil one, and restore the balance of power. You begin your quest in Hades, the ancient Greek hell, where you have to bash your way, bare-knuckle fashion, through hordes of skeletons. Now we've seen this all before, in games like *Ghosts and Goblins*, but *Myth* makes it more realistic. In true Ray Harryhausen style, the skellies in *Myth* hobble towards you, lunging and staggering as if they'd just escaped from Jason and the Argonauts.



You haven't got time to hang around - there's work to be done. And chaining yourself to skeletons is the most pointless political statement you could make. Cut out the bull, and chop off the dead wood – it's time to face your inner demons...



...and here he is, complete with winged henchman to do his bidding. Prepare to fight one of the most elusive sprites you've ever seen. But that trident might come in useful, if you could just get it off him.



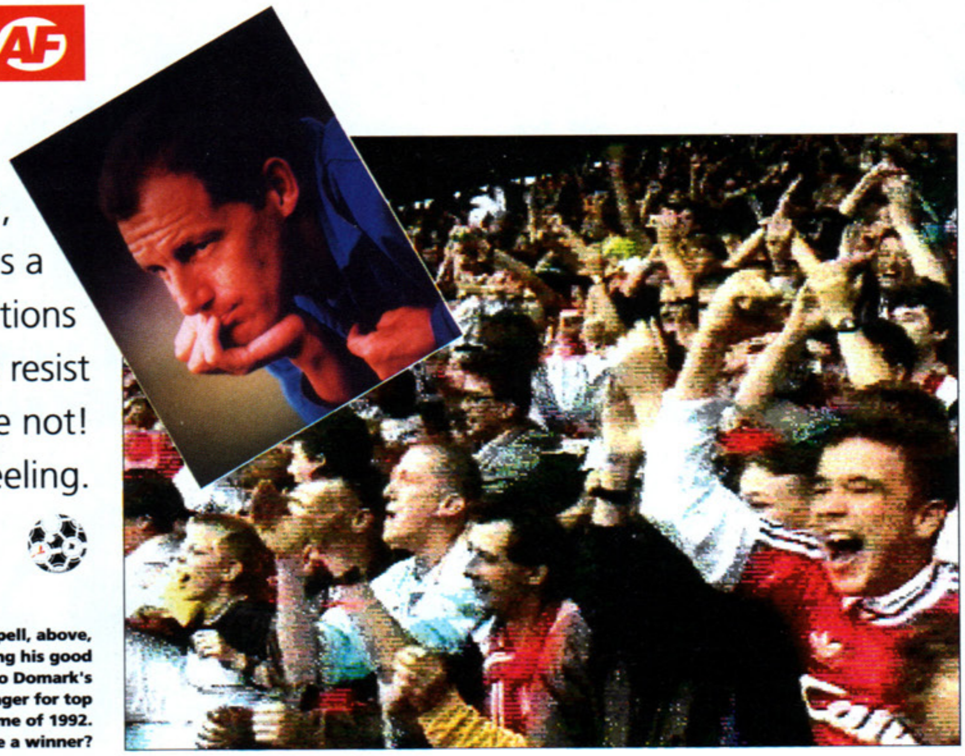
Let's hope you've got your flame-retardant keks on, or you'll never sit down again. Challenging the Nidhra the Dragon is not the head-up, face-to-face slug-out you'd expect. Cunning, subterfuge and a bit of stand-off skill is the order of the day.

After a few rumbles, you find a sword which makes things easier. With a bit of deft joystick control, you can hack and slash to your heart's content. A few useful joystick positions enable you to slice behind you without turning around, or separate skulls from shoulders with a single cut. Smooth animation (which puts old hands like *Gods* to shame) is accompanied by excellent samples which are almost worthy of a pukka arcade machine. Groans and sobs emanate from the background, and the sound of the fires of Hades gets louder as you approach the source of the noise. On top of all this, screams and guttural chants mark the progress of your combat, creating a welter of high-tension atmosphere.

Demon play

Completing each of the 10 levels requires a measure of reflex skill and puzzle-solving ability. In the Hades area you need to cut down a skeleton from a chain in the ceiling, and then slice off his head so that it falls into the flames below. This triggers the arrival of a huge demon, and his more diminutive henchmen - kill the henchman and he'll leave you a trident, which is the only thing that'll get you past the Chimera that guards the exit. Without revealing too many of the surprises, that's generally the idea for the rest of the levels; hacking your way through to find items which you need to progress. Most of the quests are self-evident, but a few will only seem obvious if you can remember the myths and legends involving the gods you meet.

As you roam through Greek mythology, Norse longboats and Egyptian tombs, you're bound to be impressed at both *Myth*'s style and atmosphere, but you may also need to spend a few hours sorting yourself out with the control methods. They're not implausibly tough, like some multi-function control systems can be, but they do require you to have a reasonably positive joystick so that you can accurately reach the diagonals. Sloppy old porridge-stirrers will get you killed, frustratingly, time and time again.



Once every two years, sad qualifying runs excepted, football fever hits the nation as a random selection of the home nations head for the finals. Could we resist joining in as well? Of course not! **Damien** gets that footie feeling.

Steve Coppell, above, is lending his good name to Domark's challenger for top footie game of 1992. Will it be a winner?

A game of two halves

What is it that makes football games so popular? They are popular, you'd better believe it. Only the latest Arnold Schwarzenegger film licence is as good a way of getting people to buy computer games as the simple expedient of making football its subject.

There have been all kinds of football games, from dry-as-a-bone statistical management simulations to football trivia quiz games. Footie games have licensed the name of almost any popular football team or player: Everton, Liverpool, Man United, Paul Gascoigne, Gary Lineker, John Barnes. The list goes on.



The Norwegian goalkeeper is well known for his interest in ants, which loses the team goals...

"Football is not a matter of life and death. It's more important than that." Bill Shankly

Probably that tells the tale in itself. Football games are popular just because football is popular, simple as that. And whenever one of the major international competitions comes round again, football fever takes off in the four nations of these fair isles, and football fever hits the Amiga too.

The story of football games on the Amiga has been a long and twisted one. It's been a quest to capture the interest of committed footie fans who happen to own an Amiga, but it's also been a quest to capture the speed and excitement that is football…

The first footie games were management sims, where the player juggled teams full of characters with various mathematical attributes, the computer decided the games on the roll of a virtual dice and you never even got to see a ball being kicked. Not so much a game of two halves as a game of one dimension. Some people liked the realism, most found it dull as hell.

There were action footie games before, but footie As We Know It Today really arrived in the tournament-free summer of 1989. Even that short time ago, the eight-bit computers led the way and it was on the Commodore 64 that two potential giants emerged. Each represented a tradition of football games that has been continued ever since.

One, named after Liverpool and England "Crazy Horse" Emlyn Hughes, was the standard arcade-style football game. The view was from the side of the pitch and play scrolled left to right, big, heavily-animated sprites jerked across the pitch and ran as if in slots on the ground. Fun, but the effect was mechanical rather than free-flowing.

The other, *MicroProse Football,* started a new genre. It was viewed from over the pitch, looking directly down. The players seemed small and the pitch large but play flowed freely and was fast and exciting, the ball seemed to be more important than the players and there was even room for exciting tricks like banana shots. The world held its breath and waited.

CLASSIC KICK OFF BUGS

Mad and frantic as *Kick Off* can be, it comes as no surprise when it decides to throw a fit and do something deeply and ridiculously strange. Here's a collection of our favourite bugs...

The bribed referee corner...

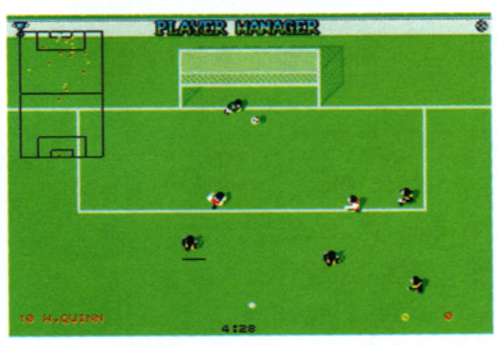
You've just won a corner and are planning to lob the ball into the box for your big Number 10 to head into the back of the sack, when both teams rush in a frantic herd to the other end of the pitch and your opponent gets to take a corner kick instead. Bad news, unless it happens to your opponent.

The time-trap touchline

A careless through ball to your star winger is pushed just too far and heads out of touch at the corner. Somehow it manages to cross the line just exactly where the goal line meets the sideline, to a degree of accuracy at which quantum laws of physics come into operation. The ball is caught somewhere in a time trap and hovers, flickering, above the line as a referee operating outside the laws of space and matter blows an unending whistle. Reset is the only answer.

The endless game

It's a close match, but you've fought to get a goal ahead and there's only 30 seconds left. You think you're on the verge of winning, but suddenly the clock stops and you know it won't restart until someone scores a goal. Five minutes of frantic play later, your opponent nets the equaliser and victory slips away. Major league irritation.



Kick Off 2: still the best football game on the Amiga, but also packed with eccentric and amusing bugs...

The very late tackle

Ever heard the phrase "that tackle was so late he got him in the bath after the game?" Well, *Kick Off* has its equivalent. Hack down a player when he's out of touch; he'll get a free kick, but as soon as he takes it, you'll be awarded a throw. Mildly annoying.

Do you have a favourite *Kick Off* bug? Send it in to us at:

Letters,
AMIGA FORMAT,
30 Monmouth Street,
Bath BA1 2BW.

THE "I BET YOU DIDN'T KNOW THAT!" HISTORY OF SOCCER



A carving in a Chinese tomb circa 83 BC records the world's first known football player.

The entire population of two English villages scrumming for a pig's bladder isn't quite the whole story of Association football. It's much more weird and wonderful than that...

The earliest recorded football player is a Chinese magistrate who died in 83 BC. A carving on the wall of his tomb shows him kicking a football and records him as the world's first known footballer.

Football is part of a tradition of worship stretching back thousands of years for Shinto priests in Japan. Even today, a ceremony is performed where priests clad in colourful silk robes gather in a small circle in a temple. The ball is brought in balanced in the branches of a small tree, and the priests then play keeping the ball off the ground, showing tremendous football skills.

Football used to be played in South American civilisations using the head of a defeated enemy wrapped up in a cloth, in much the same way as polo started among the horsemen of North Africa. Such was the religious significance of the ceremony that very often a player who ran out of strength would be obliged to contribute the next ball.

European football started off as a brutal no-holds-barred version of rugby. A version on a small pitch with goals at the end is still played in Florence, Italy; the major concern seems to be thumping opposition players rather than winning the ball. The guys who play look like professional hooligans.

Football in England usually took the form of the entire male populations of two villages struggling to get a sheep's bladder to either a stream or road several miles apart. You can still see this game played in Ashbourne, Derbyshire, once a year: it's mad!

Tamer versions developed in English public schools, but each school had its own rules. In 1848 the schools got together at Cambridge to establish a common set of rules; some schools favoured a handling game which developed into rugby, while others developed the kicking-only style of play that turned into Association Football or soccer.



The ball is carried in ceremoniously before a 'keep it up' ball skills ceremony in a Japanese Shinto temple.



One of the oldest surviving forms of the game that became football: mad Italians beat each other up.

In 1863 at the Three Masons Tavern in Lincoln's Inn Fields, London, footie as we know it today was finally established. Hacking or charging of other players and handling the ball were outlawed at the meeting of December 1st.

The first international was played between England and Scotland in 1872. The Football League was founded with 12 members, Blackburn Rovers (ha!) dominant, in 1888. The first World Cup was played in 1930 in Montevideo and a Frenchman, Lucien Laurent, scored the first ever world cup goal.

In 1953, when Hungary beat England 6-3 at Wembley, it was the first time they had ever lost at home to a foreign country. Sadly, they've made a habit of it ever since.

In July 1989, ***AMIGA FORMAT*** appeared for the first time and *MicroProse Footie* on the Amiga was ready for release. It was reviewed in Issue One of this very magazine, but it disappointed with a 67 per cent score.

However, in the very same issue a game appeared that was to storm the world. The very first game ever to be given a Gold award by ***AMIGA FORMAT*** with a 91 per cent score, a game called *Kick Off*, hit the scene.

Where *MicroProse Footie* was slow and lacked control, *Kick Off* zipped around at a pace that made it truly exciting. Control in *Kick Off* was a matter of opinion: some said it was delicately balanced, some claimed that there was none at all. Either way, a frantic pace, the chance to get involved in some genuinely skillful trapping, passing and dribbling, plus an almost unique element of chance made *Kick Off* an out and out winner.

Within weeks *Kick Off* fever had gripped Future Publishing Towers, home of many top computer magazines including, of course, ***AMIGA FORMAT***. In a company that then produced seven magazines and employed around 80 people, 32 players were involved in a Championship two-player league.

Games would attract crowds of up to 20 people in the tiny ***AMIGA FORMAT*** office. It was a story that was being repeated at offices that had Amigas all over the country.

From then on, *Kick Off* has been absolutely and utterly the football game to beat. World Cup fever in 1990 brought us large Italians singing opera while David Platt slashed the ball into the net for a last-minute winner against Belgium, it brought football to many a female fan who would never have dreamed of watching before, and it brought another enormous crop of new and recycled titles from software publishers.

Unfortunately, not a single game proved to be as memorable as Gazza's tears when receiving yet another well-deserved booking. None is even worth mentioning here, not even for nostalgia value alone.

But in the meantime, while the league season was under way, an interesting newcomer had snuck onto the scene. *Manchester United*, from Krisalis, and the logical heir to the *Emlyn Hughes title*, a viewed-from-the-side arcade game that took this type of game as far in playability as has yet been achieved, No doubt it banked on the fact that Man Utd have more fans than any other club in Christendom, but with the quality of the game even a few City fans swallowed their pride and bought it.

And, of course, a new *Kick Off* had arrived. With the addition of Aftertouch for banana shots, action replays and a heap of new stats, plus the ability to work with complementary management sim *Player Manager*, this was a winner all the way. And in many fans' eyes, it has yet to be beaten.

Which is pretty much where we are today. Football games have come and gone, new styles have been tried, but still there is only one that has a die-hard following, and that's *Kick Off*.

Even in the arcades, this particular Amiga game has never been bettered. But now, with footy fever taking over in Sweden, there's a whole new breed of footy games appearing. Over the page, we're taking odds on whether the new boys can beat it, so read on…





DO ENGLAND STAND A CHANCE IN THE EUROPEAN CHAMPIONSHIPS?

Apologies to Scottish supporters, but I'm an England fan and I don't really feel qualified to speak about Scotland.

England are short of world-class players at the moment.

Gary Lineker is one of the few. His play when he's not hanging around looking to snap up a goal is amazing – just watch him on his own and ignore the rest!

Apart from that, we've got Des Walker, Stuart Pearce, and that's about it.

John Barnes is currently the most talented player in England and if he is playing, we stand a much better chance.

What we benefited from in Italy '90 was players like Paul Parker playing that wing-back role so well. And it doesn't seem like we can do that this time.

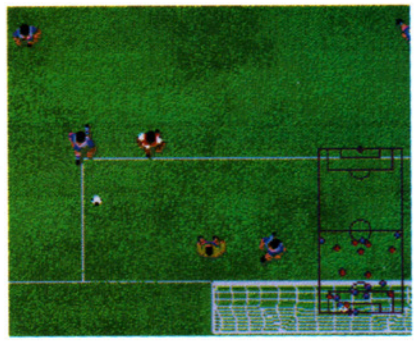
Damien

European Championshi

There's eight teams in the finals in Sweden - and at least that many new footie games will be competing for your attention over the next few weeks. The question is, can any of them better Kick Off?

The European Championship this month has been the cue for an unprecedented large crop of new footie releases. By reputation, *Sensible Soccer* is the game most likely to succeed, but historically *Kick Off* is the one to beat with *Man Utd* picking up the few misguided people who can't get to grips with *Kick Off*.

Inevitably, some of these won't be out until after Germany have lifted the cup *(Surely, 'England have lifted the cup' – Ed)* on July 17, and only a couple are now ready for review. So here's a look at what we think are most likely to be the winners, with reviews of two of the favourites.



World Class Soccer
Audiogenic
Heir to Emlyn Hughes which should guarantee playability in the arcade style, but amazingly it also offers a top-down Kick Off-style play. Some way off release yet, though.
The odds: 3-1

John Barnes European Football
Krisalis
Smart adaptation of Man Utd for big-name licence, good on atmosphere, enhanced graphics, playable and following in the Man U tradition of easy access. Fair bet to be among the top three.
The odds: 2-1



European Super Soccer
Flair
Combining small sprites and large pitch of Kick Off with a forced perspective side-view of players, which should make a good combination. Too arcadey for purists, tough, maybe.
The odds: 4-1

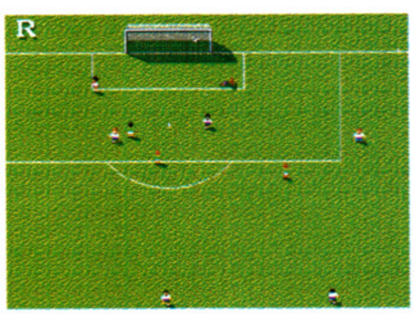
The Manager
US Gold
Reviewed last issue, this pure management game is adapted from the German *Bundesliga Manager* which went down very well in its native country. Very good, but it faces some very stiff competition.
The odds: 5-1

Sensible Soccer

Oh joy of joys. A football game that is a pleasure to play. Not only is the on-screen action accessible, fast and playable, the attention to detail is also Wright (sic) on the mark. The German team (called Germany and not West Germany) has Illinger in goal, the England team has Sinton in the squad (well, nearly accurate). The whole game has a truly footballing feel to it.

This even extends to the in-game sound. Now this might seem a tad on the trivial side, but to hear what sounds like a fully-packed San Siro stadium during an AC versus Inter Milan derby really adds to the game. You have everything going for you, from compressed air horns to fans yelling what sounds suspiciously like "You fat fatherless child!" (this is the expurgated version by the way) if your team is doing anything wrong.

The gameplay itself is, and yes I know that comparisons are invidious but I have been waiting to say this in a review for years, as good as *Kick Off*. In two-player mode a real buzz of excited anticipation makes the on-screen match a true competition and not merely a struggle with the control system as is the case with many footy sims.





The correct and up-to-date names in the squads are evidence of the attention to detail here.

Can you kick it?

To be honest it is very difficult trying to find any criticisms of the game. But... Like *Kick Off*, the top-down view adds to the feeling of control. However, players are a little too small. Whether they have been coded at this diminutive size to speed the game up, or whether this is a design criteria is open to question.

The other point that might just leave *Sensible Soccer* out of the initial squad for the Amiga hall of fame is the fact that trapping and turning with the ball is initially so difficult. There you go, hareing down the pitch like a genetic cocktail of Tony Daley, Stuart Pearce and Ryan Giggs when, well, you continue to go hareing down the pitch, over the bye-line, and into the raging crowd. While this is accurate (the strikers get no service as usual) its entertainment value is questionable. You really do have to be quick yourself in order to achieve anything.

The same can be said for the creation of interesting shots on goal. Basically the game plays like a beginner's version of *Kick Off*, with running up the middle of the park and blasting the ball being the favoured tactic. This having been said, *Sensible Soccer* still runs rings around most other football games.

Tim Smith

Small sprites, frantic play and a top-down view: this is a game in the *Kick Off* mould.





Sensible Soccer
Renegade ■ £25.99

- Great in-game sound.
- Lovely control system.
- Accurate team details.
- Plays like a dream.
- Andy Sinton still in the England squad.

AMIGA FORMAT GOLD **91%**

p '92 - the contenders



Striker
Rage
Original above the pitch end-on view (has been tried before, but not successfully). Put up a good show in training, reviewed below.
The odds: 5-4

Championship Manager
Domark
Steve Coppell, Graeme Souness and Big Ron Atkinson endorse this pure management game which majors on realistic statistics. Enormous detail and input should be guaranteed to make it a winner of its kind.
The odds: 3-1



European Football Champ
Domark
Real arcade coin-op style of game converted from the popular Taito machine that you see all over Europe, with higher perspective view and all the trimmings. Lots of tricks but prone to wiggliness.
The odds: 3-1

Graham Taylor's Soccer Challenge
Krisalis
A pure statistical management game, claiming to have every possible aspect of League rules and all the divisions even below the fourth. Good full match action display, too.
The odds: 3-1

"Once we gave the world football - now we want our ball back." Graham Taylor, England manager

Liverpool the Computer Game
Grandslam
Unpromising pedigree, developed from an earlier game, but seems to have a lot of new ideas. We've not seen it yet, so commenting is difficult, but an equal arcade-style option.
The odds: 4-1

European Championship '92
Elite
Developed from the coin-op that was known as *World Cup '90* and looking to be a very decent conversion, but as yet we haven't had a hands-on play. The arcade roots could limit it.
The odds: 4-1

Sensible Soccer
Renegade
Self-confessed *Kick Off* adaptation: the boys at Sensible Software played it so much, they thought they'd write their own! Well up to date on team details, fast and exciting, reviewed below.
The odds: 4-3

Well, with the two reviews on this page we're off to a hot start! Find out if there are any surprise challenges in the next issue...

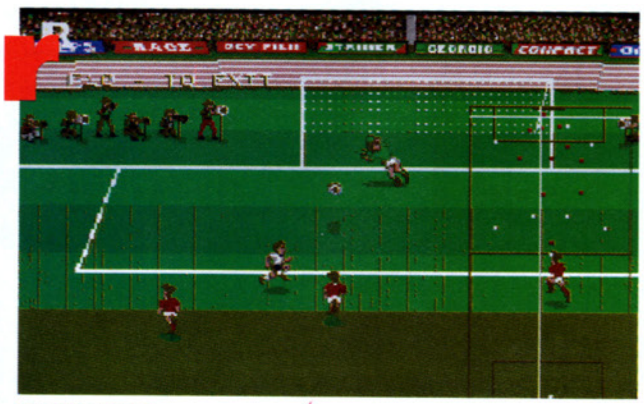
Striker

Like Ryan Griggs or Steve McManaman, *Striker*'s set to take soccer by storm late in the season. An unknown a few months ago, it's now carving up the established opposition with ease.

Classic footie sims, and *Striker* is a classic, are games for masochists. The stress of high-speed waggling soon causes a dull throb in your entire forearm, but this is a worthy trade-off for the soccer spectacle you control on screen. *Striker* supplies this spectacle via a realistic end-to-end isometric perspective, peerless player intelligence and addictive playability. It looks like the real thing, plays like the real thing and hurts like *Kick Off!*

Striker's control system is simple but precise. Trapping, pace and ball control are dictated by each team's skill level, leaving you free to concentrate on passing, tackling and some excellently understated aftertouch. Laying the ball on requires only joystick direction and a stab of the fire-button, while slide tackles are initiated with two swift taps. Shots on goal, though, call for Mr Aftertouch, who is summoned by holding the fire-button down while you desperately lean on the stick in a bid to curve the ball away from the keeper.

Although sparse, these controls allow you time to scan the radar and spot team mates who've run into space. Solo runs at goal can work, but they are usually snuffed out by the extremely able keepers. The best opportunities are created by team moves, where crosses in and around the box pull defences to one side before switching in the opposite direction.



The aftertouch is beautifully understated. Once the shot's been hit, see which way the keeper's going and bend it round the blighter. Now turn to your opponent and gloat annoyingly at the slo-mo replay!



Sick as a moon

Screaming runs down the wings must be accompanied by sudden braking while you wait for support to arrive in the middle. For the first time, disk-based footie captures these essential team mechanics from the real game. And *Striker* hammers this gameplay opportunity home with cracking player intelligence – at least in the better squads.

Rage's opinion of who's hot and who's not affects every aspect of *Striker*. The 64 available teams have all been seeded and given talents, largely based on the performance in the 1990 World Cup. The German team possess the best ball control, shots, team intelligence and speed, Qatar roll in as the least skillful squad and can barely run 10 yards without losing the ball. Play solo against the computer, in either friendly or tournament mode, and your tactics are dictated by the other team's strength. Play against a friend and these factors still count, because while you control one player, goal chances are usually made by computer controlled bods running off the ball.

Striker is perfect on the pitch, but it's not exactly awash with options, and some of those that are here don't make the grade. Selecting a different formation during a game is nigh on impossible, and you can't customise teams or save your moments of brilliance to disk.

These things though are the trimmings. This is football at its best, with gaspworthy goalmouth drama and swearworthy opposition.

Trenton Webb

Striker
Rage Software ■ £25.99

- The first footie simulation to really stress teamwork.
- Incredibly fast, but incredibly controllable.
- Excellent player/team intelligence.
- The end-to-end perspective really scores.
- Like real football - without the spitting!

AMIGA GOLD FORMAT **93%**

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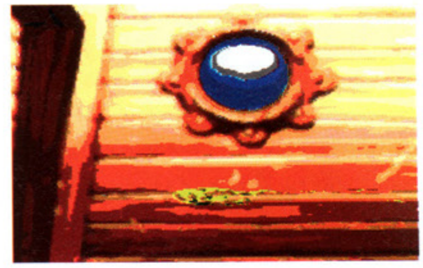
N.B * DENOTES NOT PLUS/A600 COMPATIBLE

Monkey Island 2 –

The problem with sequels is that they cover the same ground. Can Lucasfilm break the trend and expand on their first adventure?



Narcissistic parrots with a fine line in irreverent patter may be entertaining, but what use is it to an adventurer? That would be telling!



What a disgusting habit – spitting in a public place! Still, it's got some force behind it, that's for sure, so maybe such a skill is one that could be useful in your adventure. Better pick up a few tips from this bloke to make you a world-class championship hawker.

There have been quite a few graphic adventures released for the Amiga over the years, but few have managed to achieve as much acclaim as those released by Lucasfilm Games. One game in particular came from the esteemed halls of Lucasfilm last year which captured the imagination of Amiga adventurers everywhere. There was no hype, no fuss and no expensive licence involved – it just appeared. That game was *The Secret of Monkey Island*.

After such a monumental success, it was pretty inevitable that a sequel game would follow (a fact that was hoped for by the many fans of the original), and it has finally appeared in the form of *Monkey Island 2 – LeChuck's Revenge*.

NEEDS 1 MEG

Lights, camera, action

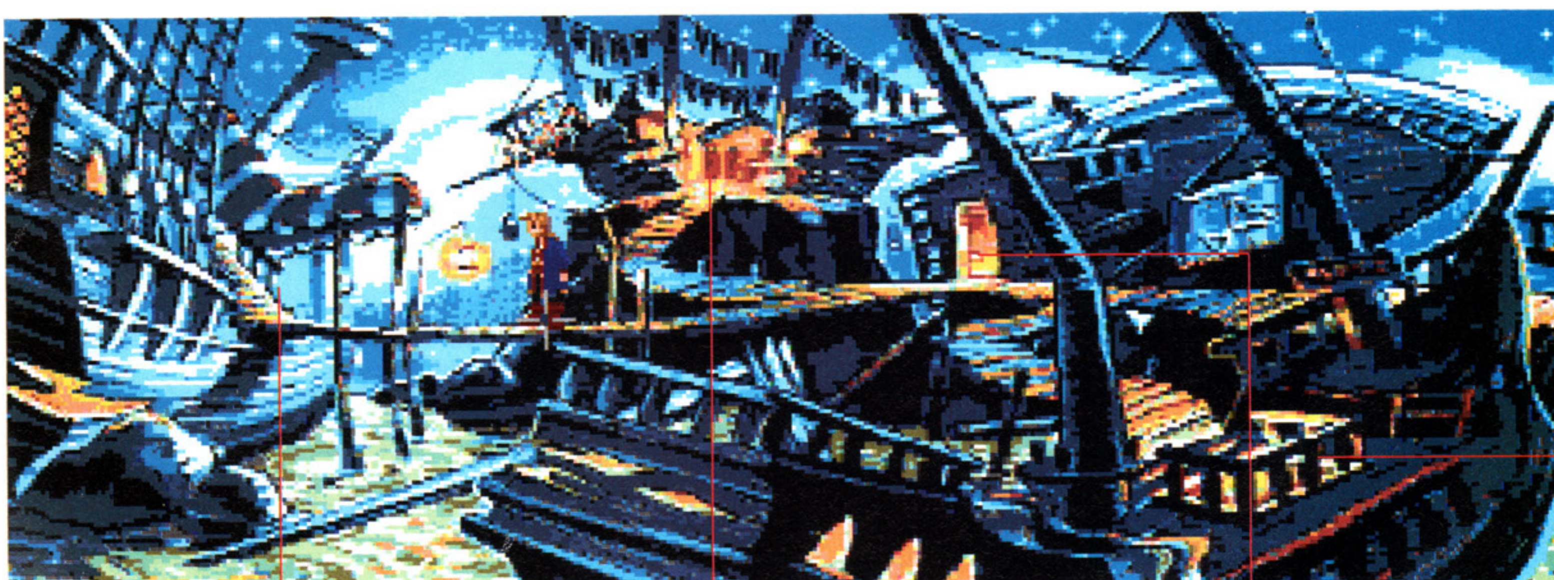
The game starts off in a very cinematic style, with the hero of the first adventure, Guybrush Threepwood, in a rather tricky predicament. The adventure then continues in a sort of extended flashback as Guybrush explains how he came to be in this situation.

After a film-like introduction (complete with Hollywood-style credits), you are left to wander around the town of Woodtick on Scabb Island. Here you come across a number of characters who will each give you information as to your ultimate goal. Obviously it's not as simple as finding out what to do and then doing it, you must overcome a number of difficult situations and solve all manner of puzzles before you get anywhere near your objective.

Even when you think you've done what you are supposed to do, things usually take a devious twist, opening up another side of the story for you to investigate.

The game's control system is very similar to the first Guybrush adventure. You move the pointer around the screen to highlight interest-

A TOURIST'S GUIDE TO WOODTICK - All the weary traveller needs to know about the





The Swamp Rot Inn
Book early for the one room to avoid disappointment and alligator bites.



Mad Marty's Laundry
A blind eye, a deaf ear and a clean shirt PDQ (just remember your ticket).



Wally B Feed – Cartographer
Restoration, path-finding and other artsy-fartsy crafts at reasonable prices... as long as he can see.

LeChuck's Revenge



The terrors of the demon drink are just one of the things a would-be pirate has to face on his long adventures. By the look of what has happened to Guybrush, maybe lemonade would have been a better choice. I wonder why Captain Rum isn't drinking?



Evil takes some strange forms! Things start to look a little grim for Guybrush when this maggoty old duffer starts to stumble into things.



Tricky disco dancing, but are we impressed? Naaaah! Where's the spangly boob tube? Where are the baggy rave trousers? What about the pair of incredibly out-sized trainers? A bunch of half-baked amateurs, the lot of them! They'd be laughed out of the field at a rave.

ing items or characters and select an action from a list at the bottom of the screen to interact with them. Simple. What isn't so simple is working out exactly what to do with the items and what to say to the characters to get anywhere in the game!

New improved formula

Although the original game was such a classic, and consequently difficult to improve upon, Lucasfilm have managed just that with the sequel. Believe it or not the game is better on every level. The graphics are absolutely gorgeous, with exquisitely-drawn backgrounds, more solid-looking characters and greatly improved animation sequences (just check out the dance by the Big Tree or the scene where Guybrush can't hold his alcohol).



The new iMuse system also adds a new depth of feel to the game, with sound effects, atmospheric music and smooth fades from one tune to another giving the whole game an incredible slick presentation. Even though all this information is on a lot of disks, swapping isn't too frequent (due to the careful organisation of graphics and sound for various locations on their relevant disks) and loading is speedy enough to keep even users without a hard drive engrossed for hours at a time. The control system has been improved too. The number of control options has been stripped down from twelve to nine (losing the automatic WALK TO and the never-used TURN ON and TURN OFF), making each puzzle a test of your deductive thinking, rather than having to ponder which command should be used. The inventory has also been refined, using icons to portray every object rather than just giving a list of text. This not only makes everything look prettier, but it gives rise to a whole host of visual puzzles that aren't really possible with words. →

bright-spots, nightlife and accommodation in Scabb's heaving capital metropolis.





The Bloody-Lip Bar and Grill
Continental cuisine and dubious drinks in a warm, damp atmosphere. ID cards must be produced on request.



Woody the Carpenter's
Want some reconstruction or repair-work done on tree-type materials? Woody's your man.

The Toll Bridge
The first stop on entry into Woodtick. Have your riches ready – the toll is pretty stiff!

Who's Who on Scabb Island

To get anywhere, you're going to have to suss out the occupants of Scabb Island. The general collection of odd characters have information and items that will allow you to leave the island and continue your quest - if you could lift the sailing embargo!



Woody Carpenter

Woody is a purveyor of fine furnishing's, peg-legs and seaworthy-propulsion devices. He will be helpful and courteous as long as you keep away from his tools and his Buzz-saw Girl calendar. Always on call with his toolbox for an emergency call, Woody keeps the occupants of Scabb on their feet (wooden, that is).



Wally B Feed

An artistic, yet short-sighted, cartographer. Short, to the point and blind as a bat, but will churn out map reproductions in no time. You'd better keep on his good side and make sure that he doesn't get into any trouble with pirates, otherwise your search for the treasure could be short-lived.



Mad Marty

A scrupulous cleaner, but a bit lacking in the old external senses department. If you don't place your claim ticket right in his hand, you may as well be waving a bookmark in his face (which doesn't help when picking up laundry). Remember to stand close to him, write big and shout loud, or the duffer will think you've gone.



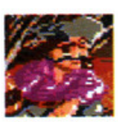
The Barman

A man living on the brink. Owner of the only bar on Scabb, but struggling to make ends meet due to the high taxes put on the various drinks he sells – hence the expansion into French cuisine. Just watch out for the added fibre in the vichyssoise, otherwise it could be a trip to the local doctor.



The Innkeeper

An officious little bod who keeps his one hotel room guarded against entry from unauthorised pirate raiders. In fact, the only thing he cares about more is the possibility of an expensive lawsuit if his pet alligator, Pegbiter, attacks the public, especially after all the fuss with the tourists last time!





Bart and Fink

Two pirates with a song, a jape and a weenie for anyone who cares to listen... as long as they don't tell boring stories. By the way, if they offer you any marshmallows, make sure you check them carefully before trying to eat any of them!



Captain Dread

A cool, stylish and laid-back individual, superstitious navigator and budget charter-executive. Always ready to give you the voyage of a lifetime (and about twice as long). Just make sure that he is equipped with his various lucky sailing accoutrements, otherwise not a paddle will hit the water.



Men of low moral fibre

The circus act have gone under, the pirating biz on the rocks, the philosophy trip in confusion and no more PTA minutes to sell, these chaps have decided to sleep it off and let the rat wander freely. If only their dreams could have come to fruition – what a career they would have had. A sad loss to society – NOT!



Largo LeGrande

Dictator, bully, thief, extortionist and rug-head. Holds the island prisoner in his dandruff-encrusted fist, bullying the inhabitants, stealing their money and refusing to pay for his round. A sorry individual who could do with a good thrashing. What we could use here is a bit of that old voodoo magic...



The Voodoo Lady

Queen of the House of Mojo, this refugee from Melee island has shipped out and set up business in the more appropriate atmosphere of the swamps of Scabb. Do the shopping for her and she can construct the finest in voodoo trickery for you, as long as she can find a copy of the recipe book.



A very tricky predicament to be stuck in at the beginning of an adventure, I trust you'll agree. But how did he get here? The plot will unfold...



This old friend from Melee island could hold a few helpful ideas for getting off Scabb Island. Just don't look at all the squggly things in those jars - they could give you the creeps.

Although these refinements are superficial, they aren't the only things that have been improved about the game. For a start the scope of the adventure is much wider. You start off limited to moving around on Scabb, but the quest then spreads to encompass a whole range of islands (and all this before you've even found a treasure map). The depth of gameplay has also been extended, requiring some serious brain-stretching and head bashing at times, but the going is made immense fun by the applications of a massive helping of humour. Whereas the original game had humour in small doses littered around the game, pretty much everything you do and everyone you meet gives rise to an amusing (and sometimes absolutely hilarious) situation.

Add the elements of the greatly improved graphics, the impressive iMuse system, the better control system, the bigger quest and the funnier humour, and you've got just about the best, and most enjoyable, adventure game yet seen on the Amiga... or anywhere else for that matter. Buy it now

Maff Evans

Monkey Island 2
US Gold ■ £37.99

- **Gorgeous graphics and atmospheric sound take you into a whole new world.**
- **Some devious puzzles will take time to work out, but it's great fun trying.**
- **Even more humour, wit and style than the original.**
- **Speedy enough loading even from floppy pushes everything on at a pace.**
- **The best Amiga adventure ever.**

AMIGA GOLD FORMAT **95%**

What ma Island a

We think The Secret of Monkey Island stands out as an all-time classic. Others might disagree. But what is it about a game that makes it a classic, and why is Monkey Island one? **Damien** has a theory...

Hundreds of games are released every year, but only a few stand out as real winners and even fewer are accepted as genuine classics. These are the games people still talk about years on, the ones that broke the mould and did something new.

Lemmings – universally acclaimed as the most original and impressive game of last year by UK programmers. *Rainbow Islands* - voted top game of all time for the second year in a row by our sister magazine *Amiga Power*. And *Secret of Monkey Island* – a game that is not going to be forgotten easily.

But what is it that makes *Monkey Island* a classic? Well, I have a weird theory about the nature of gameplaying. It goes like this.

Damien's Theorem: there are only two types of computer game. Type One is the Action Game, based on the physical skills of reaction, coordination and timing, like a shoot-em-up. Type Two is the Thought Game, based on the mental skills of problem solving, like a puzzle game or adventure. Simple enough.

I'll allow the argument that there is a third type: a game that mixes both. But all games are based on either one, or the other, or both.

You may find this hard to accept at first – after all, we're used to hearing about hundreds of different kinds of games, from the vertically-scrolling platform game to the arcade adventure. But think for a moment about what you do when playing a game, and you'll realise it fits more or less neatly into one of these categories.

You may have seen a lot of hype recently from people who think computer games are 'bad for you'. This is precisely why they're not. OK, so the images associated with them are often fast cars, spaceships and martial arts. But you'd have to be a real clown to equate *Operation Wolf* with the real world. And the skills you're developing while playing are pure physical reactions and logical thought.

The reason why really ancient arcade

kes Monkey classic?

games – *Space Invaders*, *PacMan*, *Defender*, *Asteroids* – are so widely remembered and revered by the older generation of gamesplayers is because they were pure action or thought gameplay, unobscured by graphics or a theme.

With only two different types of games, you'd imagine that making a classic original would be tricky, wouldn't you? Well, it does seem that way sometimes. But not necessarily.

It ain't what you do, it's the way that you do it. *Lemmings* is just a puzzle game, that's all it is. But the mechanics of that puzzle game are so nicely worked out, the difficulty level is so carefully judged and the presentation is not only nice in itself but fits seamlessly with the nature of the puzzles. It just works.

But is that really what people remember about it? No. They remember these cute little creatures, wandering around tumbling off cliffs and getting blown up. Why?



The combat in ***Monkey Island*** is typical of the game's appeal: rather than trading blows, the combatants trade insults!

The Secret of Monkey Island is a different kind of a classic, but perhaps more of a mould-breaker in its way. Again, like most adventures, it's a logic puzzle-game. You have to collect information and think things through to achieve your goal. That's the gameplay.

But what really made *Monkey Island* stand out was that it's probably the first really funny computer game. Your incentive for exploring it, for getting further, is not just to arrive at the end but also for the sake of the journey itself. Just the combat system, replacing the exchange of blows with the exchange of witty one-liners, was an idea of some genius.

And perhaps that's what really makes a classic game stand out. The gameplay has to be good, it has to be very good, because we've seen most kinds of gameplay many times before. But what really makes a game great is having something extra, that bit of class, that defines what is done with that gameplay. *Monkey Island* was a giggle from start to finish - and it won't easily be forgotten. Unless, of course, *LeChuck's Revenge* outstrips it…

Do you disagree with Damien's theory that there are only two kinds of game? Can you not stand any of the games in our Top Ten of classics? Do you have a list of your own? Write, right now, with your views to Letters, **AMIGA FORMAT**, *30 Monmouth Street Bath BA1*

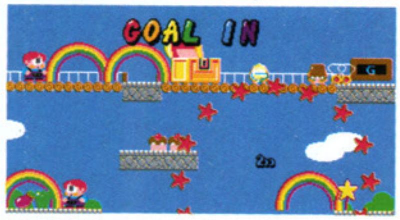
The Amiga Format UNOFFICIAL Top Ten Classic Games…



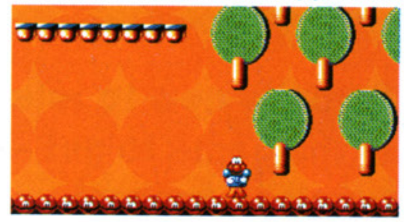
Secret of Monkey Island 2
Lucasfilm via US Gold
Probably the best adventure game ever made.



Formula One Grand Prix
By Geoff Crammond for MicroProse
Probably the most realistic driving game ever.



Rainbow Islands
Conversion of Taito Coin-op by Graftgold for Ocean
Probably the best arcade conversion ever.



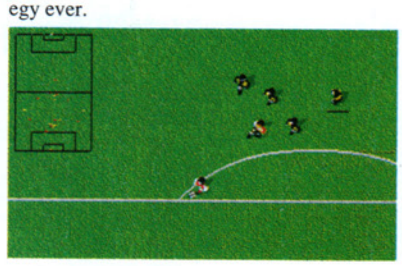
James Pond II
By Millennium via US Gold
The most amazing and original arcade-style game ever.



Populous 2
By Bullfrog for Electronic Arts
Probably the tidiest blend of action and strategy ever.



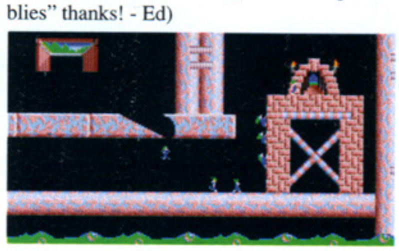
Sim City
From Maxis via Infogrames
The most intriguing strategy game ever devised.



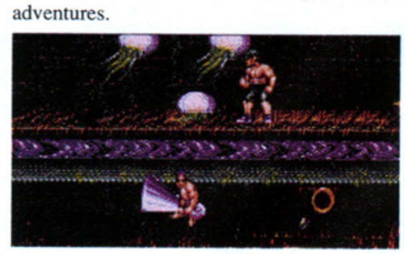
Kick Off 2
By Dino Dini for Anco
Probably… (That's enough of the "probablies" thanks! - Ed)



Eye of the Beholder
From SSI via US Gold
Probably the best of the pure RPG adventures.



Lemmings
By DMA Design for Psygnosis
Certainly the best puzzle game ever made.



First Samurai
Vivid Image
Stunning effects, but intriguing play too!

Footnote: not everyone on *AMIGA FORMAT* would agree with all 10 of these. One thing they mostly have in common: console versions later appeared, but the original inspiration came from the computer, and mainly Amiga, versions. Saying something?


THE PERFECT GENERAL
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"The Perfect General" computer game is IBM PC and Amiga compatible.
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If *Rainbow Islands* had you on cloud nine, then Andrew Braybrook's latest offering could have you blowing hot and cold. We check out the platform-guru's console-beating epic. Is it the coolest crusade or a real hot potato?



Cool Coyote heads underground to check out the caves of subterranean Scotland. The landscape map at the bottom of the screen keeps him up to date with how much of his challenge is yet to be completed. Way to go, Cool!

Fire and Ice



Bonuses often come disguised as bones (fair play, Coyotes probably are a bit partial to the odd bone) but bottles? Cool levitates in the air between the two – gripped by a moral dilemma – calcium or alcohol? Which should it be?

From the makers of *Rainbow Islands* comes a consoley, parallax platformer with class. Cool Coyote is the canine hero, following closely in the paw prints of *Titus the Fox*. Titus was on his way to Marakesh; Cool Coyote is heading for Egypt. Both feel that four legs may be good, but two legs are better and so scuttle around their hazard-strewn worlds with style and speed. Thinking about it, has anyone seen the two of them at the same place at the same time…?

Yes, the games are undeniably similar in a lot of ways, but *Fire And Ice* can't be accused of lacking its own identity. And besides, if Titus was an influence then you can't fault Cool Coyote's pedigree.

Chums of Cool (little coyote pups) have been abandoned in a hard and uncaring world. It's a world in which seagulls drop snowballs, haggises come armed and dangerous and seemingly everyone is out to prove that it really is a Coyote's life. Cool's mission is to journey from one side of the globe to the other, collecting as many of the cute, little pups as he can.

Blows hot and cold

There are 30 levels, largely in sets of four stages for each country. Each level differs widely in character, features, baddies and feel – but each contains a few vital ingredients: Firstly, on each level Cool will find a keyhole. This is the gateway to the next level, but it can only be opened once Cool has located and picked up all the parts of a key. The key parts are being held by baddies throughout the level, but a quick dose of death is usually enough to get them to hand it over. Once all the key parts have been found, Cool can make his way to the key hole and warp to the next level.

Also in each level you'll find pups. If you walk up to a pup (they're miniature versions of Cool so you won't miss them) they'll start to tag along at your heels. They're slower than you are, and often wander off and get lost, but if you're patient with them then they not only increase your fire-power (like the orb in *R-Type*) but can offer substantial bonuses if you can get them to leave the level with you. This element of the game feels very similar to both *James Pond* and *Captain Planet*, but works well and adds an extra dimension to the basic platform-em-up gameplay.

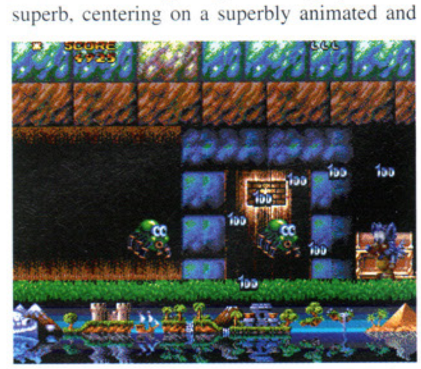
Pals and chums

You'll also find power-ups, points tokens and all sorts of bonuses littered around Cool Coyote's world. Cool's main weapon is a rapid-fire, pump-action ice-pellet shooter. Pepper your enemy with enough ice and he chills out – to the point of freezing solid. All you have to do now is run into him and he shatters, releasing any part of the key he may have been carrying.

Of course, things are made a lot trickier by airborne enemies (Coyote can't fire straight up in the air), and the fact that some bad guys require more chilling than others. Some are so hot and bothered that it takes a whole packet of frozen peas before they freeze. This problem is exasperated in the later levels, as Cool's journey takes him to warmer lands where his ice gun is not nearly as effective.

It's a dog's life

Fire And Ice is a great game. The graphics are superb, centering on a superbly animated and



That's the trouble with treasure chests full of loot. Just as soon as you discover your bounty, a couple of ruddy great spiders come along (and these ones are pouting!). Freeze suckers!

AROUND THE WORLD WITH COYOTE

The Arctic to Egypt in 30 levels – that's Cool's aim. Quite *how* he got to the Arctic, and quite *why* he wants to go to Egypt aren't explained. But your mission (should you choose to accept it) is to get him from one to side of the globe to the other. Here are a few of the locations and countries on his route:



The Arctic: seagulls drop snowballs (yeah, right), penguins skid and skiers land, on your head.



Scotland: Cool is animated and interacts well with things he meets – like haggises!



Under the sea: down where it's wetter everything's better….



Egypt: what you *can't* see is that Egyptian head on the right, moving at a worryingly high speed.



Bonus points a-plenty as Cool Coyote completes the first level. He collected all the parts of the key, chilled-out a few bad guys and then made like an icicle and melted into the background. Chilling stuff!

controllable Cool Coyote who can jump, duck, skid and dodge like a bantomweight. All the sprites are smooth, fast and oozing with character. The goody and the baddies interact well (Cool keels over backwards and birds tweet around his head when he takes a hit) as they romp over some imaginative and professionally-executed worlds.

So the graphics are spot-on, but the good news is that the game underneath the glossy presentation is too. With good platform games, gameplay and graphics tend to compliment each other – the slicker and more detailed the character animation, then the more controllable the central character should be. Well, that's the theory anyway. Certainly it works that way in *Fire and Ice*. All the graphical elements you need are here: smooth movement, imaginative level design and bags of humour. What more could you want?

Cool's mission is individual yet somehow immediately instinctive. It's easy to get very involved really quickly as Cool leads his motley band of pups, cutting a swathe of ice-pellets through legions of penguins, eskimos and low-flying seagulls. This is good stuff.

Fire And Ice is a great game, easily the best platformer I've played in a long time. If it had been a tad faster, then all would have been perfect, but that's no real criticism – just wishful thinking. No, an adventure with Cool Coyote comes highly recommended.

Neil West

Fire and Ice
Renegade ■ £25.99

- Silky-smooth graphics set the scene for a new star to make his well-animated debut performance.
- The levels are inventive, well-designed with loads of secrets, bonuses and power-ups for you to discover.
- All the crucial ingredients of a successful platformer are here, plus a few more qualities thrown in.
- 30 levels, although not a huge amount, are enough to provide a big challenge.

Verdict 89%

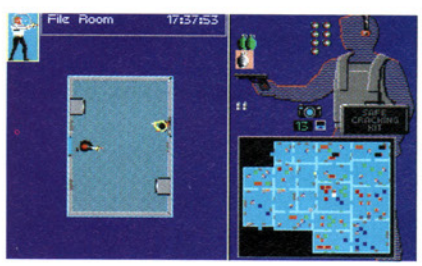
Covert Action

Burst into rooms and fire in all directions, screech around the city streets in a Lamborghini and blatantly disregard international law before legging it to the airport. Yep, you are a secret agent doing a spot of covert action. Well, it's not particularly covert, is it? If you want, you can opt for the more subtle approach, but what the hell, eh?

You play the world's number one secret agent on the trail of various nefarious groups of villains. You gather clues, follow suspects, tap phones and chat with your CIA cronies before going in for the arrest and the inevitable shooting or two. There are four sub games covering driving, code-breaking, electronics and break-ins. The rest of the game is presented in a series of menus and information screens. There's no linear plot; you basically wander round the major capitals of the world until you've tracked down the masterminds behind each of the evil plots. Then it's back to base for a few pats on the back from the chief before sodding off to Paris for the weekend with the girl you pick-up along the way.



The first big decision you're confronted with: do you go for that sex change operation or not? Decisions, decisions – the fun never stops.



This is the life eh? Breaking into peoples homes and shooting them. *Covert Action*'s action is a bit of a dog. Childish graphics and simplistic gameplay detract from the serious business of secret agenting.

Closing the case

The style is original and the slow build up of clues and leads is interesting enough. But it's easy to get confused or frustrated and just opt for the brute force method of shooting your way through the case. The driving sub-game is crap and looks like an afterthought. The electronic section where you rig up phone taps turns out to be a logic puzzle game, as does the code breaking. They add a little skill to the proceedings. The break-in section is where the arcade skills come in but it's pretty awful really. The graphics are uninspiring and as an arcade game doesn't cut any mustard. Those without hard drives may want to stamp on the disks; almost every change of screen requires a bout of accessing, making things very slow. Having said that though, the game has a strange attraction as you draw nearer your prey. The freedom of action means you need to plan things out if you're not going to end up slumped in a Cairo alleyway. The sound is decent enough but unimaginative. It's not the game for action freaks; the more thoughtful types who fancy themselves as protectors of the free world by applying a spot of logic may be in for a buzz. The rest of us will get bored and wander away after a while. Nice idea, but no cigar.

Chris Lloyd



NEEDS 1 MEG



HARD DISK INSTALLABLE

Covert Action
MicroProse ■ £34.99

- Interesting style of game with 'just-one-more-clue' appeal.
- The driving and break-in sections are simplistic and spoil the atmosphere.
- Good feeling of freedom as you jet round the world causing mayhem.
- Refreshing non-linear approach.
- Not enough polishing on the graphics and sound to raise the imagination.

Verdict 68%

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Team selection, needless to say, remains a critical element in any successful campaign: and here you will be aided with a wealth of player data, never seen in any soccer program before. Gone are the days when a player was given a single skill level. Each player is now analysed in up to 20 different aspects, enabling you to select the side best suited for the match in hand. And then to the BIG innovation of **FOOTBALL TACTICIAN:** full on-line, real-time involvement during the match! For the first time ever, you will, as a manager, be able to alter your strategy : choose a defensive or offensive system, mark certain opponents, drop back some of your players if the pressure is tough, decide exactly when substitutions should be made, play the off-side trap, go for quick counters, etc... With full on-screen commentary and minute-by-minute feed-back, you're as involved in the match as any of your players! When you further consider that this game is written in 100% machine code (unlike scores of other slow-motion offerings which are written in basic), that up to twenty two users can play this game at the same time, that accurate records are kept on all 440 players in the first division, right down to their exact market valuation, that a built-in editor allows you to change any player's or manager's name, you will realise that this is no ordinary soccer manager. THIS is the REAL THING. You're in charge. You manage your side before and during the match. Nothing is left to chance. Can you rise to the challenge? Try **FOOTBALL TACTICIAN** and prepare yourself for the ultimate football experience.

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Parasol Stars



The second boss is a real toughie, but he can be killed, and when you do, you'll be rewarded with a vast selection of edible bonuses. The big one's where the points are!

Imagine for a second, if you will, that you are a programmer, and one day while sitting in your office, madly playing *Kick Off 2* with the rest of your team, the phone rings. On the other end is Mr Ocean, he saw your last game and liked it, so he wants you to write the sequel to *Rainbow Islands*. For a few moments dollar signs flash before your eyes, and all you can think of are the royalties, the fame and the groupies, but after a short while you return to your senses and begin to consider your options.

Should you: a) say: "Sorry Mr Ocean but we have to wash our hair every night for the next year and a half," (I mean just think how universally despised you'd be if you ballsed it up); b) say: "Certainly your highness, put a whacking advance cheque in the post," then set about writing a completely new and exciting eight-way scrolling arcade action platform game starring the ubiquitous Bub and Bob; c) say: "OK go on, you've talked me into it, don't bother with the advance, just put me on a hefty royalty deal and send the copies of *Bubble Bobble* and *Rainbow Islands* for reference." Then set about duplicating the style and gameplay of the aforementioned games so accurately you're bound to have a huge smash and make a killing.

There are no prizes for guessing the route that Ocean have taken with this third instalment of the ever popular Bub and Bob trilogy, but the big surprise is simply how exceptionally good this game is.

Raindrops keep falling on my head

Once again you play the role of one, or both of the unfortunate Bub and Bob brothers in the rather excellent simultaneous two-player mode. I say unfortunate because someone is forever metamorphosing you into lizards or stealing your girlfriends Batty and Petty. This time the evil warmonger Chaostikhan has released a host of menacing monsters throughout the universe. But no worry, because as usual you have a magic weapon that will help you make your way through innumerable levels of mayhem to inevitable triumph.

"Despite covering absolutely no new ground whatsoever, Parasol Stars manages to both captivate and delight."

This time around your weapon is an amazing technicolour parasol, given in gratitude by the inhabitants of the *Rainbow Islands*, and its uses are manifest. You can catch the waterdrops that trickle down most of the screens and hurl them against the nasties, or you can spear the baddies directly on the tip of your brolly and throw them at one another. If there are inaccessible areas of the screen you can collect five droplets on your parasol to make one huge drop, then send it gushing down the screen in a cascade, which wipes away everything in its path. And when the going gets too tough on any particular platform you can bail out and use the parasol in true parachute style to prevent you from landing on an opponent.



One of the 'bigger than a screen' scrolling screens, watch out for the fiendish Dracula, his lightning bolts freeze you to the spot for a few seconds making you a sitting duck for any of the nasties to get you.

It's full of stars

Whereas *Rainbow Islands* had (as the name suggests) you hopping from island to island in your quest, *Parasol Stars* is fully interplanetary, and it's whole worlds you have to rid of hideous nasties. Like the islands in the previous game, the worlds of *Parasol Stars* are themed, and the monsters vary from planet to planet. The first world is music world and you battle with pianos, accordions, trumpets and other instruments. From here you must work your way through Woodland, Ocean, Machine, Casino, Cloud, Giant and Rainbow worlds, and the manual hints at more beyond this.

The same old surprises are still hidden in there; hurl a bunch of raindrops along a platform and it will mysteriously sprout all manner of delightfully edible pickups. Collect them by walking over them or throwing more water at them and they yield points. And we all know what points make, don't we? Yes,



You can complete this level with just one well-timed and well-aimed shot. Just collect the charged water droplets, then send a massive lightning bolt across the screen.

that's right, points make high scores. A good score is some thing that's very high to quantify in Parasol Stars, it's possible to complete the first screen with as little as 5,000 points or as many as 130,000.

Such a vast difference comes about due to the hundreds (at least) of weird pickups that appear spontaneously in the game. Some give you obvious things like invincibility, while others seem to do nothing, until the end of the level when the biggest chocolate eclair in the world will come hurtling from the sky and whack you upside the head. Fear not though, for within that humongous cream cake lay a massive 100,000 points.

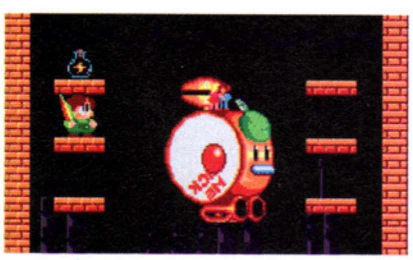
The disappointing thing about these mega power-ups, though, is that they seem so, well... random. When you get one you feel more like you've been lucky, rather than you've actually earned it. In *Rainbow Islands* however you had to do something stoopid, like collect every silver crown, kill 24 baddies and stand on your head singing Frank Sinatra songs before you got one of the truly weird and profitable power-ups, but in *Parasol Stars* they just happen.

I'm forever Bubble Bobble

Rather than the action taking place on one continuously-vertical scrolling level, like *Rainbow Islands*, *Parasol Stars* is definitely a game of screens. When one is complete you scroll flip-screen style to the next. In this, and many other aspects it is more like *Bubble Bobble*. The *Bubble Bobble* similarity is confused slightly by the fact that later screens scroll. That is to say that one screen/level is wider than one monitor screen, so the game scrolls within the confines of this screen/level.

Is it enough to imitate a bygone and better game? Well, when the basic idea is as strong as this, and when the imitation is done as well as this is, the answer is yes. Despite covering absolutely no new ground whatsoever, *Parasol Stars* manages to captivate and delight. I could go on praising, but I've got better things to do, like improve my high score.

Marcus Dyson


The first boss is a bit of a doddle, just collect the lightning and let him have it!


On Water world things hot up a little, trapped between these penguins means certain death!

Parasol Stars
Ocean ■ £25.99

- Hugely playable, after you've played it once you'll want to play it again, immediately.
- Difficulty level skips about a bit erratically, easy levels coming around after near impossible ones.
- Superb graphics as always, but not quite as dayglo bright as *Rainbow Islands*.
- Those annoying tunes will have you humming along, just before you start tearing your hair out.
- Nothing new! But a masterful reworking of *Bubble Bobble* and *Rainbow Islands*.

Verdict 87%


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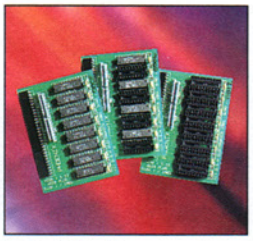
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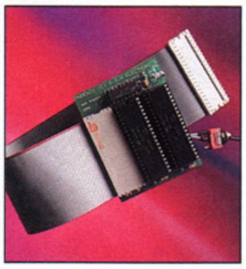
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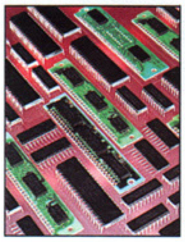
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Links

How many times have you seen American-made games on an IBM PC and hoped it would be as good on your Amiga, only to be let down? Probably loads of times – US programmers have a tendency to convert games from PC with minimum effort (for them) which usually results in slow, jerky and unexciting games. So when you hear that US Gold are to take an American team, and convert a program that requires a top-of-the-range IBM to be playable, you expect disaster. But *Links* is instead a minor miracle, and one that a lot of American coders should learn a lot from.



How to impress your boss, using the ancient and venerable art of "lu-sing-atgoff". The rules are simple. Using the wooden stick provided, belt the tiny white ball into either (a) a caddy-cart, (b) a signpost or (c) a bit of unplayable tarmac. The choice is entirely yours in *Links*.

Fore goodness' sake

From its initial concept, *Links* looked a bit too advanced to be possible. Its main claim to fame is that the course is constructed from digitised views taken at 10-metre intervals around the real course: trees, buildings, tracks and bunkers are all in their correct places and look realistic. To heighten the realism, the *Links* programmers, Access, wanted to use more than 32 colours, and on the Amiga that meant HAM mode. The job sounds less feasible the more you think about it, but Access have produced something which proves that the Amiga is a really mean machine when compared to the over-blown PC.

For your money, you get a perfect game of golf, as good as all the established ones like *PGA Tour*, *MicroProse Golf* and the now-ageing *Leaderboard*, plus a vital dose of realism thrown in for free.

Links features a superbly animated golfer (which is also digitised) and a course so real it's a dream. This is enhanced by the obligatory birdsong samples and a commentary which bellows things like "That'll play" and "I think I hit the tree, Jim" when you take a particularly good or bad shot. *Links* is easier to 'read' than its competitors; the greens undulate, unlike those in *PGA Tour*, and there's an option to overlay a grid if you're still unsure of the lie of the land. You rarely even need this because the greens are so realistic.

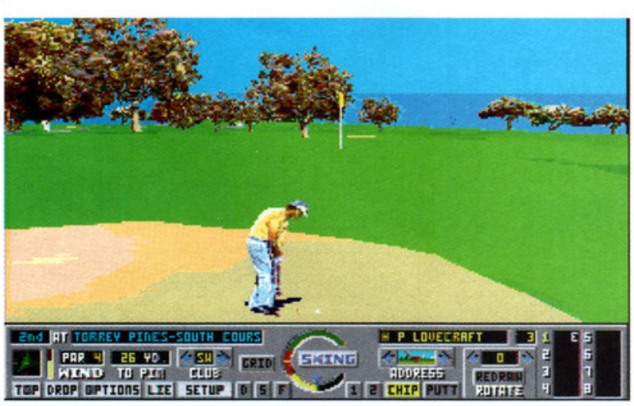
Swing-along-a-max-power

The acid test starts when you hit the ball – and *Links* passes with flying colours. It's impossible to accidentally hit the ball (unlike *PGA Tour*). To take a swing, you click on the bar marked swing – simple! For the first-timer, there's another icon 'address' which moves your club slightly back from the ball. You can then swing away to your heart's content without fear of hitting the ball, until you've sussed the power and snap mechanism. This is simple too – you click and hold the mouse button (to swing the club back) and then let go when you've reached your preferred power. The swing-o-meter returns around the dial, and you click again as close to the marker at the bottom as you can. Unlike PGA Tour, Links's system is not biased in favour of powerful hits – a light tap is as easy as a hard whack – because the swing gauge always returns from the top of the dial, rather than from the point you began your return swing.



Swinging hard, with the wind behind you, you'd almost think you were playing golf. *Links* is so realistic, the only things missing are the occasional lightning strike and the businessmen.

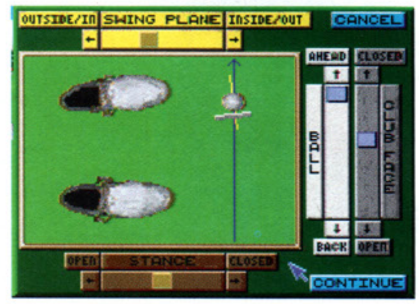




Sandy by name, sandy by nature, you might think. But no, he played this shot into the bunker deliberately, for pure entertainment value. And if you believe that, you'll believe anything.

Seal of good clubbing

Links is full of neat features, some good, and some great. You can store an unlimited bank of players and choose up to eight to compete at once, on either a full 18-hole course or one of the 9-holers. If you've got a printer attached, *Links* offers to print out a copy of player's score sheet – which is great for settling arguments over handicaps. There are three levels of difficulty which each player can choose, and a four different starting tees for each hole. There's even an option to "take a mulligan" when you really fluff up – and this can be disabled at the start of a match. After any shot, you can opt to see a replay from the player's point-of view or looking from the hole back to the tee, ad infinitum. Serious players can adjust their stance and club angles for better effect – but you need a bit of golfing knowledge to get the best out of this option.



No, it's not the dancing steps for the Charleston, it's the highly technical setup option which you use to improve your clubbing.

Preconceptions were that *Links* would be awful (it's so slow on unmodified PCs) but it's turned out to be the best golf game yet. Despite the HAM mode, *Links* has a pretty fast screen update, considering what it's doing. It's slow on the maximum detail level, but not unusable. The biggest down-side is it's hard-drive only (unless you've got more than three megabytes to store a RAM disk version). But *Links* is one of the few games worth buying a hard drive for. Floppy disk users, for once, can't have it all. OK, we know that would usually be the downfall of a game, but with *Links* it's forgivable. Why? Because it's so damn good, that's why.

Neil Jackson

Links
US Gold ■ £37.99

- Stunningly realistic views which are all accuratly drawn.
- Perfect control of shots, including an 'address-the-ball' mode.
- Some great commentary samplesand replay options included.
- The best golf game ever – you can have up to eight players.
- Sadly, hard-drive only – so get a hard-drive!

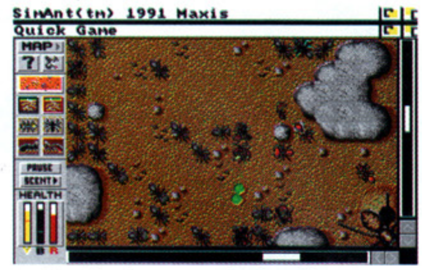
AMIGA FORMAT GOLD **92%**



Ants regurgitate food for each other. It's called trophallaxis, but scientists commonly refer to it as 'oh my god! Will you just look at what they're doing now!'.







Leading the charge towards the red ants' nest, yellow gets eaten by a tough red soldier. Never mind. He's reborn in a moment.



Ant lions are lethal. If you ever get shrunk down to a thousandth of your normal size, and get left in a garden, don't go near them, kids.

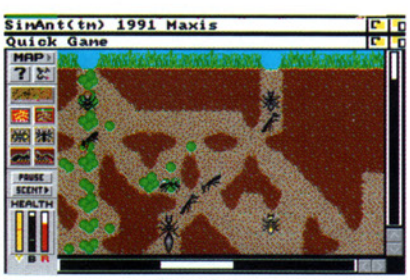
Sim Ant

First there was *Sim City*. Then came *Sim Earth*. Next you'd expect *Sim Universe* (or at least *Sim Galaxy*). But no. It's *Sim Ant*. Instead of running a planet or even a megalopolis, you get to handle a bunch of insects in someone's backyard.

But before you wander off, bored, have you ever considered the complex world ants live in? They've got a well-structured society with workers, soldiers, nurses, efficient communication systems and Atari STs (they are only ants after all). And you can control it all.

It came from the dessert

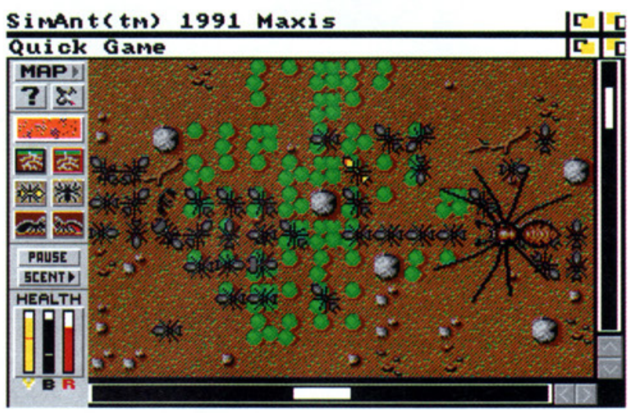
The game is in the *Sim Earth* style. Plenty of graphs, windows, sliders and other devices give you the info you need at the click of a button. 'Earthies' (as they should be known) will instantly be at home.



You're the yellow ant, the green blobs are nosh and that biggun is the queen. She's a tad vital to your on-going ant production, so get curtsying – the future of the nest is at stake.



The black nest can extend to fill all the available area. If it happens, you've obviously got enough men to go and infiltrate the enemy's nest. More microscopic violence – lovely.



Spiders are the one thing the ants really fear. That and the lawnmower. Oh, and the insecticide. And any enemy ants of course. In fact, ants fear loads of things.

There are two ways to play; a quick game, in which you have to wipe out a rival nest in the same part of the lawn, and a full game. This is more strategic, and involves your black ants waging a long-term Vietnam-type assault against the red ants. The action takes place in dozens of locations on the lawn, and, if you're doing well, will spread to the house. Here you've a new enemy; humans. You've got to force the occupant and his dog to move out rather than face your well-orchestrated plague.

You control a yellow ant. This chap has the ability to muster armies, carry out raids and even tell all the others what they should be doing. Through him you can wipe out the evil reddies that keep nicking your grub-supplies.

You can move around above or below surface, and you can lay trails of scent which lead to food supplies, or warn of danger. If your yellow ant dies on his travels, it's no hardship. You should have hundreds of the blighters.

Slow, slow, click click slow

All this is novel, good fun and educational in its detail. But the problems arise with its speed. Controlling the ants' movements slows the Amiga down terribly. Windows open and close arthritically and the action stops while the computer cogitates endlessly. This lack of speed ruins *Sim Ant*. If you click too quickly you can even crash the program.

Once the ant novelty wears off, you aren't left with a deep game, and it's possible to explore it pretty thoroughly in a couple of sittings (even with its slow update). Really for those who like weird sims, and love ants.

James Leach

THE ECONOMICS OF NEST MANAGEMENT



Caste and Behavior (sic) are the two ways in which you can aid your nest. Three-way swingometers allow you to set the percentages of various aspects of your nest of ants.

Behavior (sic again) lets you choose how many of the guys you wish to send foraging, nursing and nest-digging. Get it wrong and they'll have a lovely nest, but they'll starve (or vice versa).

Caste influences the type of ants born. Soldiers are your main strength, but if you don't have breeders and workers, you're likely to dwindle in numbers (and there could be ant riots of almost American-style proportions).

Sim Ant
Ocean ■ £34.99

- Absorbing at first, and you can have fun in the experimental mode.
- Delves into ant-culture well, and there's an excellent and informative manual too.
- Full game is long but not too tough.
- But god, is it slow and awkward!

Verdict 73%

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AMIGA FORMAT GOLD

Who says that Americans are the only people who can write good adventure games? Here's a tale about an exciting new game by a light-hearted bunch who come from the depths of Hull. It's Revolutionary.



At last, *Lure of the Temptress* finally makes it onto your Amiga. The first all-British adventure to rival the likes of Lucasfilm and Sierra. Hopes for its success are riding high.

Lure of the Temptress

You would be forgiven for thinking that Lucasfilm's *Secret of Monkey Island 2* (see Page 62) was the only adventure game that is worth playing – it's a very easy mistake for *Monkey* fanatics to make. Sure, it's good, but it's not the only one that's good. Virgin's new *Lure of the Temptress* is a slightly different attempt at adventuring, and it has a few tricks up its sleeves, as you shall see.

The plot to *Lure of the Temptress* is predictable fairy-tale stuff, but it has a liberal dose of humour and self-parody that prevents it from taking itself too seriously. You play Diermot, an unwilling hero, who gets swept up in a plot to de-throne an evil femme-fatale (the Temptress of the game's title) and free a captive goody-two-shoes.

Needless to say, the story involves caves, dungeons, a dragon and a host of inhuman henchmen-uglies who are known as the Skorl. The resulting game is a bit like a cross between Sierra-style adventures – like *Kings' Quest* – and Lucasfilm's *Secret of Monkey Island*, with more interaction between secondary characters.

Everybody's an individual in their own right

Characters (which number more than 25) all have their own personal identities. They wander around from place to place under their own steam, and spend a fair amount of time interacting with each other. Characters nip into bars and have short conversations with their landlords, or trundle off down the shops and natter to the looney shopkeeper. You, in the form of Diermot, the central character, get a chance to chat to all of them at some time or another. They've all got something to say which may help your quest, or just give you some insight into Turnvale life.

Lure of the Temptress is not quite as object-obsessive as Sierra adventures, which makes it a little more interesting. There are certain puzzles which require the use of a specific item in the standard "use banana on orang-utan" form, but for the majority of the game the stuff that you pick up on your travels is purely gossip.



Turnvale, home of the evil Selena, is full of curious little shops and homesteads. This gloomy place is the Herbal Shoppe, where you can buy potions and remedies for all kinds of peculiar ailments.

"Revolution have produced a fine piece of adventure entertainment which has masses of potential."



People say that they monkey around, but they're too busy singing. Usually the monks ignore you when you stop to say a quick hello. Now that's a nasty habit. You'll be nun to pleased.

Your quests, problems and information are all relayed to you by the chatter from the other characters – if you happen to bump into them and get time to talk. Consequently, you're not spending so much of your time searching for a previously-unseen object. Instead, you end up looking for people – and they could be absolutely anywhere.

Excuse me, but can we have a quick word?

When you've found someone that you want to talk to, it's pretty straightforward to begin a chinwag with them – a right-click on top of the character brings up a menu of possible openers to the conversation. You can choose either Ask, Tell, Bribe, Talk to or Blah from the list. Once selected, successive menus let you construct a sentence. This is a more traditional method than the Lucasfilm way of giving you pre-prepared responses to choose from.

Temptress' method is far more flexible, it enables you to construct some quite bizarre requests – but as a direct result of these, the characters' responses are more limited. They're sometimes as funny as the *Secret of Monkey Island* conversations, but often aren't as long-lived before they start repeating.

One aspect of the *Temptress* system makes it far more versatile than both of the Sierra and Lucasfilm systems, and that is commanding other characters. In *Temptress* you can (and in some places you absolutely have to) tell some of the other characters what to do. For example, your faithful servant, Ratpouch, can be instructed to "Go to the Castle Gate and then ask the Skorl Guard for a potion and then return". Off he'll trot, and get himself into

CONTROL YOURSELF (AND OTHERS TOO)



First, tell your serf, Ratpouch, what to do...



...and this summarised request appears...



...Ratpouch gets the picture and agrees...



...and you can check up on his progress, too.

Controlling your character in *Lure of the Temptress* is the least of your worries. Using a rather neat menuing system you can examine, use and generally mess about with everything you come across. But to really make the most of the game you need to master the control of the other characters. This is done using the Tell command which appears in the menu when you click the right button on a controllable character. Using the list of verbs and nouns, you construct a sentence and hope that it will make sense to the character you're instructing.

trouble for wasting the Guard's time (Ratpouch often provides you with a few laughs at his own expense, and not always because you put him up to it, which really adds to the the game). Later in the adventure, issuing orders correctly is the secret of success in a life-threatening situation or two. Hardened Sierra-philes or Lucas-ites will be scratching their heads into the small hours – until they pick up on *Temptress'* secret weapon.

It's the war of the Game-Worlds

Downers to this game are very few: disk-accessing is a bit on the faffy side when using single-drive Amigas (though *Temptress* can spot an external drive and use it, which makes things far simpler). You also can't install it on to a hard drive and thus speed the whole thing up somewhat (like you can with Sierra and Lucasfilm games).

When directly compared to Sierra and Lucasfilm games in terms of size and playing time, *Temptress* stands up very well indeed, especially when you consider it's come from UK developers. Compared to the number of staff that Lucasfilm and Sierra involve on their adventure projects, Revolution (who are *Temptress'* creators) look like a cottage industry. Nevertheless, they have produced a fine piece of adventure entertainment which has masses of potential.

Although *Temptress* is not quite as large as *Secret of Monkey Island 2*, and it's just short of the humour level, it's still a pretty big game. It takes around four hours to complete the whole thing, even if you know exactly what to do before you start. In any event, *Temptress* surpasses almost anything Sierra have offered, by being larger, funnier and a whole lot better drawn.

Neil Jackson



The graphic style of *Lure of the Temptress* is worthy of high acclaim. The dank, spooky dungeons look uninviting, yet irresistible.



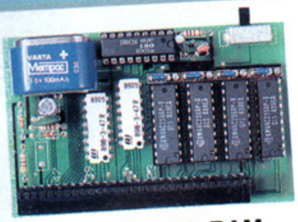
The torture chamber is definitely worth a visit. This is where you first meet your future slave, and have a chance to mindlessly inflict pain.

Lure of the Temptress
Virgin ■ £30.99

- A fine graphic adventure that is well worth investigating.
- A good dose of tongue-in-cheek humour and fairy-tale nonsense.
- An innovative system knocks spots off the Sierra-standard and shows Lucasfilm a thing or two.
- When you've finished this, you'll want another to fill the hole in your life.
- Get the coffee on, and prepare for an all-night sitting.

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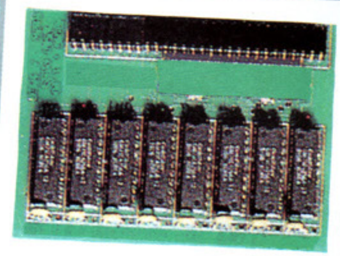
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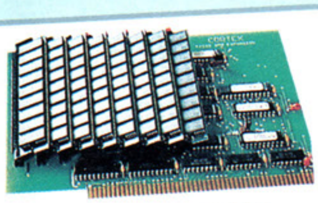
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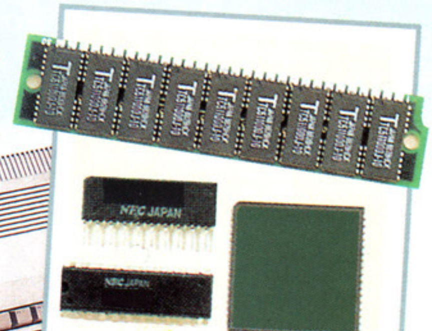
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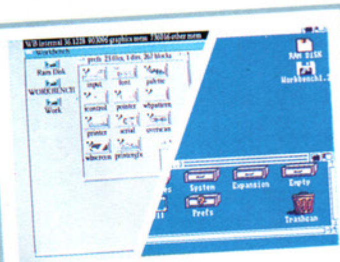
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A strange game this 'un, and no mistake. Take the god-gameplay from *Sim City* and combine it with the war-like tendencies of *Powermonger* and you have a game which refuses to fit neatly into any category; that game is *Global Effect*. In short, it's a 'grow-your-own-planet' simulation that takes things like global warming and ozone depletion seriously, but still allows you to wage thermonuclear war against neighbouring countries. In practice, it's as hard to play as it would be to solve the world's ecological and economic problems in one afternoon's sitting.

Can you handle the responsibility of unravelling the world's environmental problems? Here's a section of the world in your hands, is it safe? Your controls are on the right, should you need to build a military HQ or expand your city.

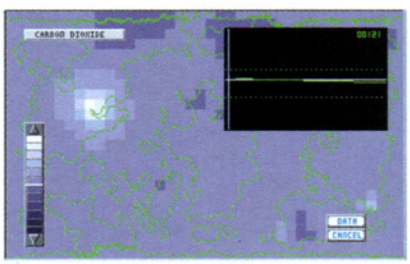


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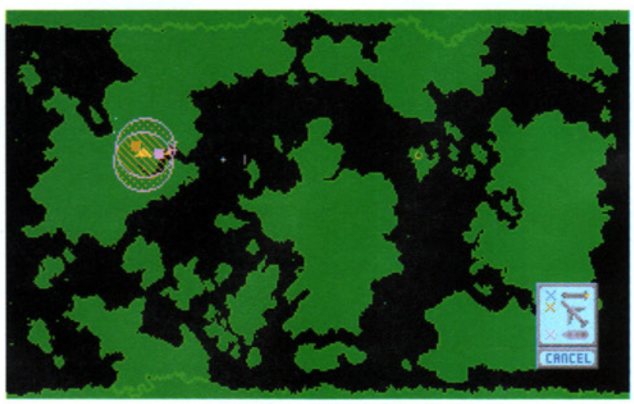
Global Effect

Design and conquer

Global Effect offers a number of possibilities to the would-be god-head: you can create your own world, save a damaged one, or attempt to dominate a world before it's wrecked by a rival god. Each option has a different spin on the basic theme – gain total power, but protect the environment, man.



Create the perfect environment; so don't emit any noxious fumes, ie don't fart while you play.



If you win a game you get to go to the Earth Summit with John Major. It's a good job then that there's not much chance of you winning. Pass the peas please.

Whichever scenario you choose, the same tools and techniques are used to build or stabilise your world. You switch to a large fractally-generated map screen banked by a control panel. The map shows only part of the planet (the entire world is many screens larger) and it's initially centred on your home position. This may be a blank area (if you've selected the creation option) or it may contain a living, breathing city.

If you're likely to use military forces (planes, missiles and boats), you need an HQ, but the most important buildings you create are city blocks. These need to be powered to make them work, so power-lines are required to link them to your generating station. Once you've established a city block or two, they begin building automatically, expanding the city further. You can (and must) limit this to a manageable level, or you run out of power and your game grinds to halt. You also need to install vital services like farms, sewage treatment, reservoirs and recycling plants. Without them, your cities collapse almost as quickly as they build, turning vast areas into wastelands which are expensive to repair.

It's all about reaching an equilibrium; making sure that you have the right amount of reservoirs, electrical power, recycling centres and of course sewage farms.



Global warning

Make or break usually occurs within the first 10 minutes. If your initial surveys and attempts at starting a city are flawed, you may find yourself stumped. This is because your ability to do anything depends on your level of economic, military and electrical power. If you've spent too much on ill-fated plans and you're messing up the environment in the process, the power level falls drastically. This can leave you with a global crisis without the power to examine the status displays to see what the trouble is. In extreme cases, you may find you can't scroll the map to check on a certain part of your city. Frustrating isn't the word; sitting there, watching your world turn to brown stuff (wastelands) without being able to do a single thing (except quit or pause). It's enough to make you turn purple and blow a vein or two.

It's a case of "neat idea – shame about the gameplay", which is sad. There's a serious contender to the classic *Sim City*, *Railroad Tycoon* and *Populous*, going to waste here. Why? Because the whole concept is too erratic to handle. For the green player (in both novice and eco-friendly terms) who doesn't have a masters degree in Gaea and Chaos Theory, there are too many variables to control at once.

Playing against the computer opponent is more difficult because it doesn't have the human disadvantages of learning or having to think for more than three nanoseconds. Games against human opponents are more fun, because you both tend to be slow-witted.

Without a doubt it's well-researched, topical, cutting-edge stuff, but it just doesn't feel like a game. It would probably be a useful tool for teaching students (and selectively-deaf politicians) about the importance of cause-and-effect on the earth. But for entertainment, well, it's a bit like expecting a mandelbrot generator to have end-of-level guardians. Unless you're intending to use it as a demonstration tool at the Earth Summit, give it a miss.

Neil Jackson AF

Global Effect
Millennium ■ £29.99

- Hard drive installable.
- Too complex for its own good.
- Incredibly frustrating, even on your tenth attempt.
- Smart graphics and stunning sound fail to rescue it from disaster.
- If you're really eco-conscious, and have the patience of a saint, it's worth it.

AMIGA FORMAT Verdict **67%**



Could this be the end for Timule? All these rats pose rather a problem for the inexperienced adventurer – especially one who hasn't bothered to arm himself.



Choosing your party is intuitive enough – a hard disk makes the affair far less harrowing. There's the usual process of picking your elves and mooks, humans and mages, all your medieval European sorts, plus a ninja and a samurai! Well it is fantasy isn't it?

You set your chaps up with skills, strengths and staminas, names and portraits before adding them to the party, and then you enter the castle and save the game. With a hard disk this whole process took about 15 minutes for a four-person party. With floppy it was half an hour. It is also a good idea to hit the castle with a maximum of six characters, and make sure at least three of them are good fighters.

Trolling around the castle means ordering your party; fighters at the front, mages at the back please, resting at the right times, and sorting out your equipment. And yes, it's back to the irritating, paper-ported equip yourself before fighting ethos. Arghahgh! You have to remember to tell your people what shoes they are wearing, what armour they have and to use your sword when fighting a robber who is set on cleaving your head from your shoulders.

It's a shame this line of thought was taken by the programmers who could have made all the tacky, train-spottery stuff background functioning and got on with making the most of the excellent scenery and atmosphere.

The sound effects add to the feeling that you are trapped in a castle trying to find a Cosmic Forge, they also add to the feeling that you are trapped in a computer game. Does anyone really say "Ouch!" when attacked by a blood-sucking thingie? I think not. If only SSI hadn't come up with *EOTBII* eh? (Lucky that US Gold distributes both games.)

Tim Smith

Bane of the Cosmic Forge

Damn and blast. That's what they must be thinking at Sirtech. Here's a great game with some pleasant touches, an easy-to-use frontend and the weight of the *Wizardry* series behind it for added zip, but SSI have released *Eye of the Beholder II* first.

Rats!

And lots of them too. Yes, *Bane of the Cosmic Forge* is packed with rats, bats and thuggish types all of whom are set on stopping your party's progress through the doomy old castle in search of the Cosmic Forge, a pen-like instrument with which to make the universe a nice, or horridly horrid place to be.

The control system is a joy to behold with movement achieved by clicking on a small box to the left of the screen. This gives you either Turns (moving your body to face in the right direction, rather than the paper-based movement or action turn system) and Moves. Once you've mastered this you can proceed to get utterly lost in the various levels of the castle.

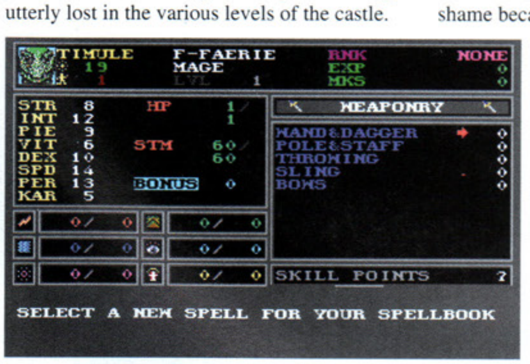


Introducing Dr Dave D'eath the man who likes to make your life hell. It seems that the rats were too much for the party this time around.

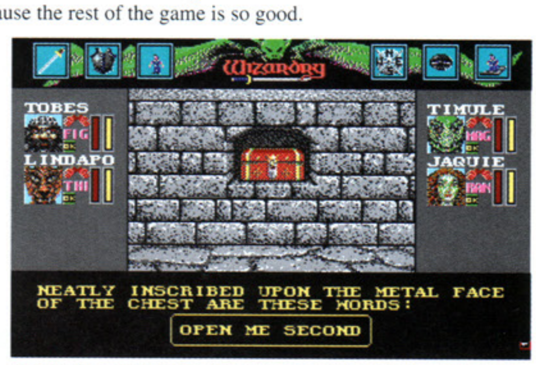
While control is simple, combat is too simple, in fact it's a let down. We return to the paper-based 'Elfric swings at bat with longsword of Doom. Misses', 'Giant bat bites Elfric. Hit. Five points of damage. Elfric is dead.' level of suspension of disbelief. By the way, I have never worked out why the rest of the party have to carry a corpse with them after he or she has been killed by the Grateful Undead.

This combat system, unlike *EOTBII*'s real-time attack and defend, smacks of some short-term, unambitious thinking which is a shame because the rest of the game is so good.





Timule the lizardman – actually the Faerie female but who's to quibble? These are the items that makes Timule quite a rough type to mess with. Check that speed rating.



Damn! Damn! Damn! I want to open it now, in fact I want to open it yesterday. There might be treasure in there, or weapons or food, or there might be a dirty great monster.

Bane of the Cosmic Forge
Sirtech/US Gold ■ £37.99

- Excellent control system.
- Puzzle elements not for the beginner.
- Lots of early combat.
- Amusing sounds.
- Horrible combat interaction.
- Really needs a hard disk.

Amiga Format Verdict 80%

The old saying is: bright lights, big city; if *Shadowlands* is great, then is *Legend* as good? Both games mix new views and giant dungeons, and they both show the future of role-playing style. But which is best?



In true isometric style our heroes spilt up to search separate areas of the room.

Legend



Typical! Those berserkers never pack any clean underwear, do they? No wonder they don't make many friends on long journeys. Phew!

In March we were all stunned by *Shadowlands*, a dungeoneering game which, for the first time, allowed players control over individual characters in their party and presented the dungeon from an isometric, 3D perspective. Now it seems that everyone is going to be cashing in on this excellent concept, if this second such isometric dungeon-romp is anything to go by.

Mindscape's new offering, *Legend,* is based on a familiar scenario; Trazere, a land of peace and prosperity, is plunged into chaos as a new evil is spawned within its borders, and the honest inhabitants suddenly begin to turn into nasties (etc, etc). Your quest is to purge the land of evil and find out what's wrong with the king, who has locked himself up in his own castle. OK, so you've heard it all before, but *Legend* manages to breathe a bit of life into what is essentially a hackneyed old plot.

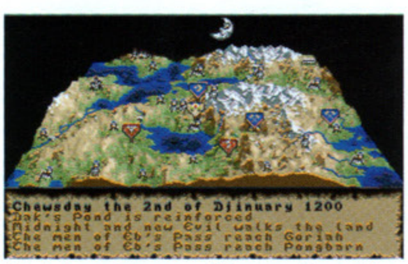
Similar again to *Shadowlands*, *Legend*'s character-generation system requires you to have four members in your party, each of a different character class. The classes are, however, slightly different. They are The Berserker (whose special ability is, er, going berserk), The Runecaster (your party magician), The Troubadour (a kind of minstrel -come-fighter) and The Assassin (a shifty looking guy who can turn himself invisible at will). All members can be either sex (there's no inequality between the sexes here).

"An excellent game which deserves to do well. A colourful, interesting alternative to Shadowlands."

Trazere transport

The textured map that you use to get from place to place (which looks suspiciously like a *Vista* landscape) displays the position of friendly and hostile armies, cities, towns and your own party. It's all very pretty, but trying to move across it can get a little boring when you have a long way to travel, and there's little incentive to leave the first dungeon if you can't find another 3D section beyond. The dungeon at Treihadwyl (where you begin your adventure), will keep you occupied for a long while nonetheless. Also disappointing is that when you're travelling in the wilderness there are no wandering monsters to be encountered. The 3D section is outstanding, not just because it is well animated and designed, but also because it is incredibly colourful, and, while not being as atmospheric as *Shadowlands*, has a character all of its own.

The screen used to control your party in the isometric environment is excellently layed out and works well, containing not only magic and combat options but also icons like Elliott,



This is the main map and it's where two, evil, scum-filled armies are just about to kick innocent butt. Charge!



Treihadwyl is by far the best place to head for first. Why? Because here you're able to enter the cellars underneath the Guild and gain your party some valuable experience.



Eye of newt, wing of gull, boiled a long while in an editor's skull. Delia Smith's got nothing on us!



While their minstrel plays a tune called 'March of the Bold Ones', our heroes bravely flee from a fierce battle. This is the main screen for controlling your characters in the isometric environment. In the top right-hand corner, you can see the 'chicken' icon which I've just selected.

the map-drawing dragon and a chicken (of no apparent name); two characters who monitor your route and your cowardice respectively.

The individual character-control system, though, has an annoying feature; a separate menu bar must be called up for each character when they are required to act alone. This slows things down considerably, especially during combat, and is not as effective as the system in *Shadowlands* which gave the player complete control over any character whenever it was needed. The game's magic system is very similar in style to *Ultima*'s, in that you mix runes and reagents together to create a spell. In *Legend*, you are able to take the place of your wizard and mix the spells yourself (great fun!). To do this you access a spell-mixing screen where the mortar and pestle become all yours, here you must decide upon the correct recipe to use for the spell you want.

A game overshadowed

Despite a few minor irritations the 3D sections actually work very well indeed. They are fast, interesting and challenging, and contain a lot of puzzles which make you stop to think hard. All in all, here is an excellent game which deserves to do well. It is colourful and interesting and provides a worthy alternative to *Shadowlands* (to which a comparison must be drawn). It's the sort of game that will have you coming back out of curiosity time and time again, but it will also have you returning to it out of determination to complete some of the more difficult puzzles. In the battle for the all new isometric role-playing title, *Shadowlands* wins by a nose, but only just.

Paul Tyrrell

Legend
Mindscape ■ £30.99

- Huge exploration area; many dungeons with many levels.
- Colourful and fast graphics that are attractive throughout the game.
- Music is nothing to write home about, but the sound effects are good in the 3D section.
- Variety of complex and engaging puzzles. Plenty to do and see. Oh, and plenty of late nights too!

Verdict 88%

A moment of melée is worth savouring. Look on in wonder as your party get chopped to ribbons by the superior nasties. Next time, be prepared – have some spells ready, and fight!





Want to see more? We didn't particularly, but we could 've because she plays poker about as well as Milli Vanilli sing.

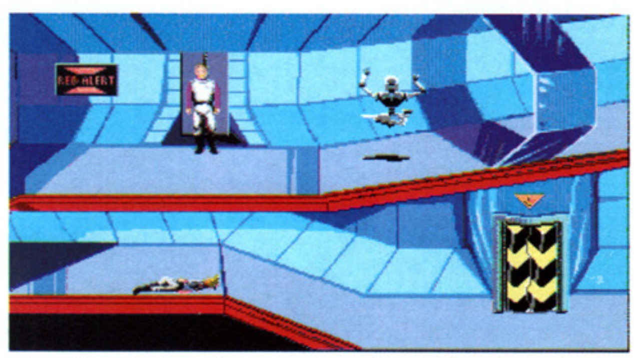
Cover Girl Poker

The Sales Curve Ltd ■ £25.99

Firstly three little words: *The Daily Sport*. Who better to sponsor an all-boobs and no-brain strip-poker game? Here's a cursor-controlled card game where you can play against any one of eight well-known (if you look at the tabloids) topless models. You win - she takes off a layer of clothing, you lose, she puts them back on again. The poker playing skills of these lovelies leaves a lot to be desired, offering no serious challenge to the novice poker player, let alone the hardened card shark.

No programming effort is spared; by pressing various numbers on the keypad you get a close-up view of sections of the screen (this is obviously for examining the digitising quality). You might enjoy *Cover Girl Poker*, but it's doubtful. You'd probably have more fun playing cribbage with your maiden aunt, than watching badly digitised pictures of Page Threes taking off their clothing.

Verdict 19%



Take a Star Generator, add apprehensive aliens, a galaxy of moronic TV presenters, and a bewildered janitor and you have a fresh mix of *SQ 1*.

Space Quest I

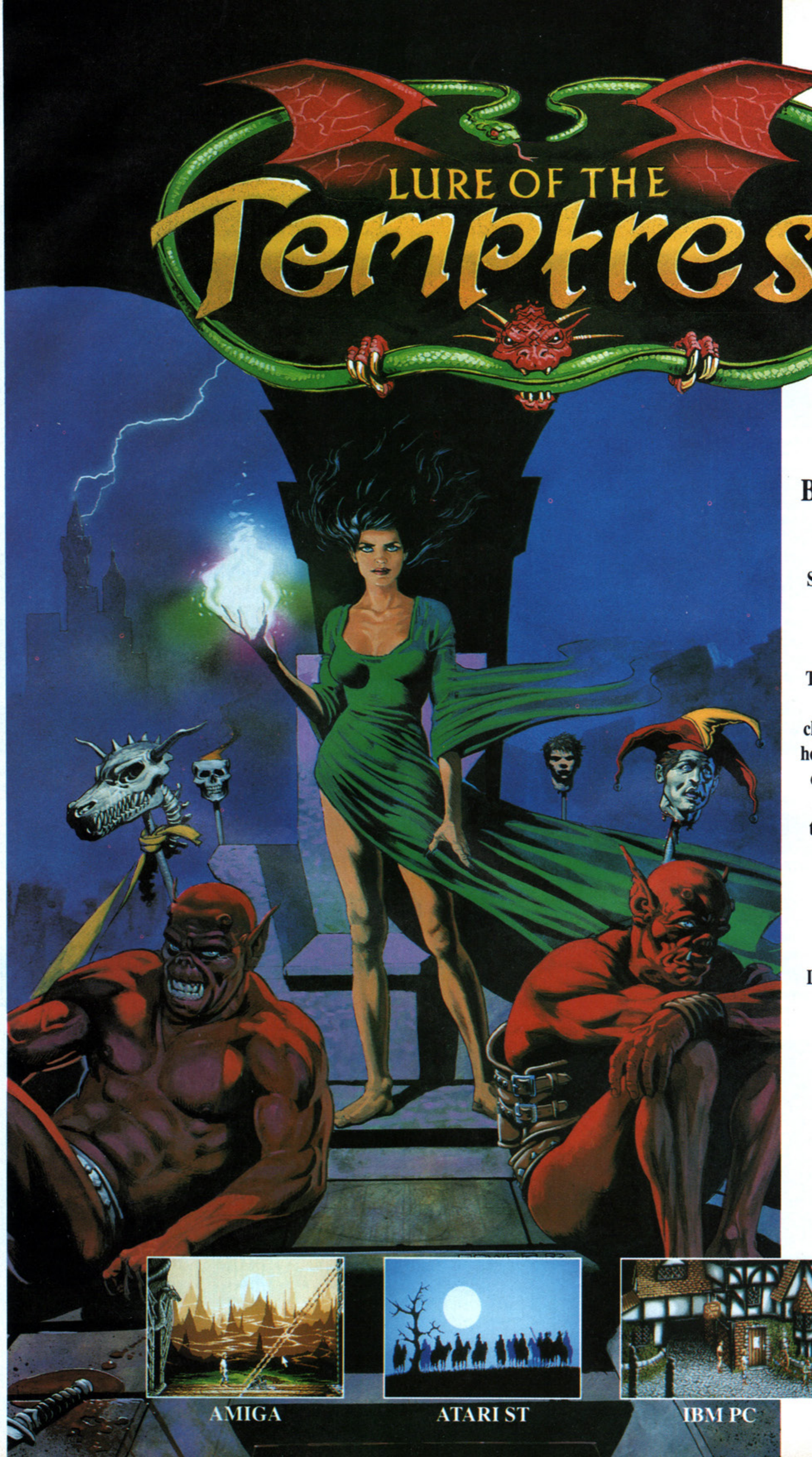
Sierra ■ £25.99

Six years after its first appearance, the classic sci-fi send-up is back with a vengeance. Equipped with an all-mouse game system, and shrill Nineties graphics it sets out to enrapture the next generation of players.

Prepare to save the world, well Xenon, our hero's home planet, as Roger Wilco tumbles into The Sarien Encounter. Inconveniently for Roger – he's in the middle of a nap – the universe has chosen this exact moment to begin falling apart. No more sleep for Roger.

Full to the brim with *Hitchhiker*-type humour, it puts the threadbare fabric of recent adventures to shame. It should be an integral part of every ambitious collection, if you have an A3000. Everyone else will be sorely tired by long loading sessions, slow animation and gritty graphics. Sci-fi fanatics must play it, others still can, though Sierra should do their homework and deliver versions that are as much fun on a standard Amiga because they deserve to remain classics.

Verdict 58%



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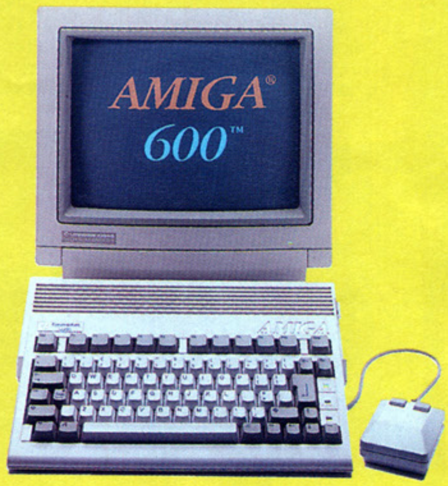
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Dune

"There is a place terrifying to us – to women. It is said that a man will come, the Kwisatz Haderach, who will drink the Water of Life. Many have tried."

"They tried and failed?"

"They tried and died."

This is the prophecy that tells of the coming of the universe's super-being. The son of Bene Gesserit, a religious group of women who will have incredible powers and rule the universe. And this is the character you play in this conversion of the sci-fi novel, *Dune*.

You play Paul Atreides, the son of a powerful duke, as your family settle on the desert planet Arrakis, also known as *Dune*. The planet is run by the sworn enemies of House Atreides, the Harkonnen, led by the bloated and maniacal Baron Vladimir Harkonnen. What Paul has to do is travel around the planet searching out sietches, the hidden homes of the natives of Dune – the Fremen. He must befriend the Fremen and get their troops to work for him in a number of roles:

Spice Mining – Dune is the only planet where the spice, Melange, can be found. The spice is the most valuable substance in the universe, so as much must be harvested as possible.

Army – the Harkonnen have some quite formidable armed forces. The Fremen must be trained to fight using lasers, Krysknives and Weirding Modules.

Ecology – to defeat the Harkonnen, the Fremen must turn spicefields into growing areas to undermine their mining operations.

All these elements are carried out by talking to the Fremen Chiefs in the sietches that are found. Once they are on Paul's side, they can be given orders for carrying out certain operations. Unfortunately, a lot of information must be gathered from various characters before many jobs can be carried out (like finding sietch locations). You need other Fremen who will be helpful and clues from Paul's family (especially Jessica, Paul's mother).



By learning the ways of the Fremen, Paul can utilise the elements of Arrakis. After some training, the riding of a worm becomes the most useful way of riding around the planet.



In time, Paul's Bene Gesserit powers allow him to contact Fremen troops in the desert without actually being there.



Travelling around Arrakis is essential to keep tabs on the spice production. To begin with, Paul's only way of getting from place to place is by Ornithopter. By selecting a destination, you can fly straight to any sietch.

The sleeper awakens

As the game continues, more adventuring elements are added to the strategic side to give the feeling of an on-going story. The majority of this centres on Paul's acceptance by the Fremen (including him falling in love with a Fremen girl, Chani) and the development of his Bene Gesserit powers. Unfortunately, most of the characters' attributes from the original book have been watered down and altered to such a degree that there isn't much depth or atmosphere to any of the people you meet. They seem to just be there to give you clues (which have to be hammered home before the game will let you act on them).

This is a shame, since the strategic side starts well, pulling you into the planning of your spice-mining and military operations by utilising some slick and well-drawn graphics. In fact, up to day 20 of the adventure makes for some very nice adventure action, but the whole polished appearance is let down later in the game by a lack of progressive action. Things have to be done over and over again before you get any results and interesting plot developments become fewer and further between. It comes to the point where you just shuffle troops and wait for the next message before the pace picks up.

If you want a diverting strategy game with sumptuous graphics, then *Dune* will keep you interested. On the other hand, if you like more atmosphere and tough puzzles, or just liked the book, then *Dune* may be disappointing.

Maff Evans



Lady Jessica is a life-long Bene Gesserit student, and she uses all of her training to try and discover the mysteries of the Fremen and their religious ways.



By accessing the Globe Map, you can get an overall picture of how House Atreides is doing against the Harkonnen.

Dune
Virgin Games ■ £30.99

- Superbly drawn graphics and maps give the game a very slick appearance.
- The action starts off very involving and enjoyable to play.
- Later in the game, the repetitive tasks and slow evolving plot makes things a bit tedious.
- A few (extreme) liberties have been taken with the book's plot to produce a game.
- A fair adventure strategy game that could have done with a little more depth.

Amiga Format Verdict 79%

Castle Of Dr Brain

You're unemployed, broke and about to take a job serving fries at the local burger bar when you spy an ad in the local paper: lab assistant needed – will pay exorbitant amounts for the right candidate; apply in person to Dr Brain. Now you've heard of the Doc's reputation for being slightly off his head, but what the heck, anything's better than salting chips all day long.



So armed with your GCSEs you head up the hill to the Dr's. Before long, you realise this is going to be no ordinary interview and set about the task of solving the mysteries of the castle.

This latest release from Sierra, an educational adventure on four disks, could have you racking your brains for hours and then turning to your irritatingly logical five-year-old cousin for assistance. The ultimate aim is to work your way around the toon-style castle, solving logic puzzles to open doors, finding your way around 3D mazes in an 'elevator' and using LOGO to program confused robots.

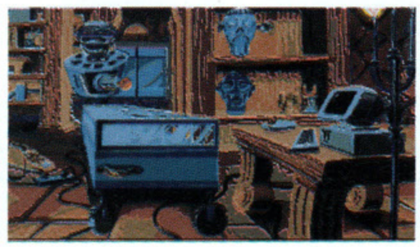
Both the game and the free puzzle book are set out in such a way that when desperate, you can look up a clue or part of the solution to the conundrum being set. In the game this involves spending Hint Coins, every time you solve a puzzle one Hint Coin is added to your inventory. Difficulty levels add a nice twist to the game play: at any point in the game you can choose to play novice, standard or expert.

Sierra games are usually a bit slow (an accelerated Amiga is recommended) and this is no exception, but at least it gives your brain a chance to relax while the next instalment loads. Don't be put off by, it's well worth taking a look at.



Dr Brain looks on as you try to figure out the hangman puzzle. Hang on, that list of letters on the wall seems strangely familiar.





Take your pick of the three wise robots. One always lies, one tells the truth and one can't tell where his head's at. But which one's which?

Castle Of Dr. Brain
Sierra ■ £34.99

- Conundrums galore, enough to keep the seasoned logic-puzzler happy
- Neat toon-style graphics
- If you don't have a hard disk or an extra disk drive you're a bit stuck.

Verdict 81%

Starush

Horizontally-scrolling shoot-em-ups haven't moved on since the introduction of two-way scrolling and collectable power-ups. The graphics are snazzier, the scrolling is quicker and the fire-power is more extreme. But you still rely on lots of small aliens whizzing about in formation, some larger aliens that shoot back and one great big alien at the end of the level.

And, rather than introduce any ingenious, innovative or downright 'new' ideas, *Starush* sticks to the old well-worn routine.

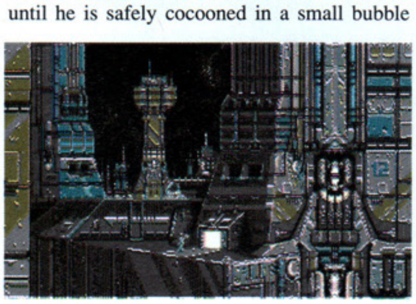
Ubi Soft's one stab at originality comes in the shape of the main herobot, Starush. Rather than possess a set amount of losable lives, he starts his mission on a hover-scooter device. As power-ups are collected, this is upgraded until he is safely cocooned in a small bubble ship. Conversely, contact with the enemy fire reduces Starush's hardware until, at his lowest ebb, he lopes along protected by nothing but his gleaming metal skin. This makes a pleasant change from three booms and 'Game Over', and the power-ups are strategically (or should that be sadistically?) placed so that you're kept hanging on with that last puny life.

Into the game proper and we're talking side-view pseudo-digitised backdrops moving in multi-layer parallax. No surprises there. However, after battling from left to right through several formations of smart-arse alien attackers, you're confronted with a mid-level guardian. Then, upon its demise, you're shuttled back leftwards for a good old ding-dong with the *real* boss-baddie. Not particularly innovative, admittedly, but it's surprising just how alien this mode of combat can feel after a staple diet of left-to-right scrollers – bit like sitting the wrong way on a train…

But is it any good? Well, there's a mammoth intro, slick movement, a simultaneous two-player mode, large(ish) guardians and masses of power-ups. But there's something lamentably predictable about it. The gameplay is restrictive, calling on your memory of the level to avoid trouble and there are no real surprises and nothing to place it ahead of similar shooters you might have in your library.



Even the guardians – like Squiddo here – aren't very impressive. There's little animation and it's just a matter of who gets the most shots in first.



One of the more impressive elements of Starush is the movie-style intro sequence. But, then, seen it once…

Starush
Ubi Soft ■ £25.99

- The option to choose your own starting level helps ward off those re-play blues.
- 12 big stages spread over four levels.
- Tight collision detection errs in favour of the bad guys.
- Regimented attack waves test the player's memory rather than his reflexes.

Verdict 52%



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Trap the grubs in the bubbles, send them up to your kids and adjust the blower's nozzle. Steg is an allegory of real life. Discuss.

Steg The Slug

CodeMasters ■ £7.99

At last, there's a game about a gastropod. Peter Sissons will be pleased. Steg is in a spot of bother. His kids, in their nest (nest? I don't think so) are starving, and he must feed them by collecting grubs in bubbles and blowing them to the babies. (Slugs eating grubs? I don't think so.)

It's a sort of platform/puzzle game, and it keeps you frustratedly rushing around making sure that the kids are fed and the grubs' passage is clear (as it were). Loads of other factors come into play, and Steg can, in true platform style, collect useful items and bonuses. Jetpacks, bionic legs and other items are all available, all of which you'd expect a slug to benefit from using. In fact you need to utilise some of this space-age collectible technology if you're going to stand a chance of keeping pace with the starvation being experienced in the nest on later levels.

There are 11 (smallish) levels in total, but it must be said that *Steg* is both novel and rather fun. It looks good and sounds quite jolly too. Not bad for an original budget release. Pity CodeMasters seem to be unaware of the true breeding habits of slugs.

Verdict 83%



The keeper loses a contact lens, and unwittingly gives young Alf the magical situation he'd dreamt of only just the night before.

MicroProse Soccer

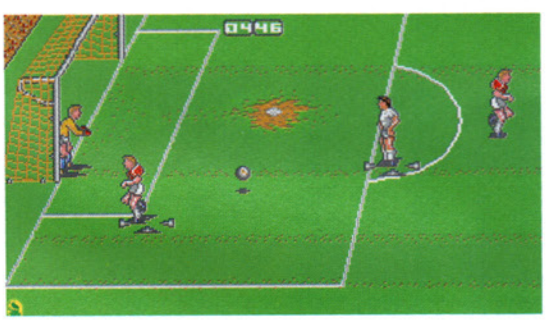
Kixx ■ £7.99

Ah, the magic of football. 22 men, one ball, two goals and, er, several linesmen. Brilliant idea, and perfectly mathematical. *MicroProse Soccer*, on the other hand, is not so brilliant. It's just begging to be compared with *Kick Off 2* (also available at a cheapie price), and it doesn't stack up.

True, the sprites are bigger than *Kick Off 2*'s but there's a price to pay; they're much slower. This is the major problem with the game – it's just too slow to play. What an enormous pity this is, because the control system for *MicroProse Soccer* is easier to use than *Kick Off 2*, and may well have endeared it to the many who found *KO2* to be a tad tough.

But there's no point in blubbing over lactal spillage. MicroProse's soccer game is quite a fun game. It hasn't got any embarrassing bugs in the gameplay, it uses acceptable logic to work out the progress of the ball and it's easy to learn how to play. The trouble is that it's just too slow. And it's incredibly difficult (nigh on impossible in fact) to foul the enemy. Making it not that much of a fun game, to be honest.

Verdict 60%



There's only one Gary Pallister. Or at least there was until West Midlands Serious Crimes Squad stumbled upon an evil Gary Pallister cloning operation in Salford.

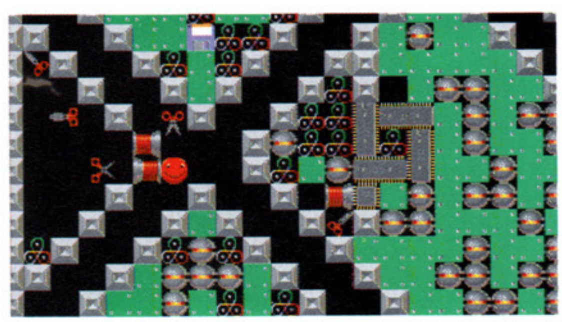
Manchester United

GBH Gold ■ £7.99

Time to break open the cliche bottle, as you get handed "the most famous football club in the world" on a platter. Yes, you've got to use your skill, judgment and mouse clicking skills to bring MUFC to the peak of being quite good really. Once you've indulged your latent management skills to the full by training, exercising, nursing and cajoling your boys, you can watch the team play in either a league or cup game. If they're really bad you can even interfere.

It's a mix of soccer game and management nonsense, but it works well. If you don't mind a good management section (if such a thing can be said to exist) coupled with a pretty poor playing bit, you could have found your ideal game here. Perfect for footie fans who live in Manchester.

Verdict 74%



Avoid everything! Boycott household appliances! Burn cookery books! Yes, playing *Superplex* could make you a reactionary subversive (if you want).

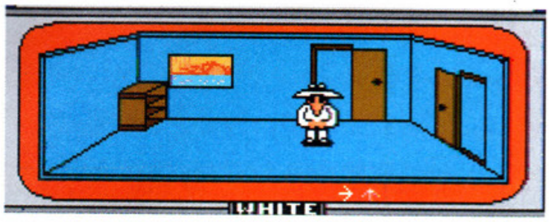
Superplex

Action Sixteen ■ £7.99

With a name like *Superplex*, you instantly know this one will be about a stupid smiling ball which bounces around a packed scrolling screen, avoiding loads of baddies and collecting not a few goodies. What a concept.

Superplex is basically a minor amount of short-lived fun of the sort any Public Domain library will supply. It's pretty fast, fairly pretty and eminently playable once you get the hang of it. The graphics consist of a large number of screens that are full of whirling, spinning, rushing and generally fast-moving little objects plucked from their natural habitat and then bunged into this game. But it's not special, magic or, as Gene Hackman would have probably said, "the tops". So you don't really need it.

Verdict 44%



It's extremely covert, which is why you can't actually see any traps being laid in this picture. But they are there. Honest.

Spy Vs Spy

Wicked Software ■ £7.99

You must beat your rival spy (computer or human) to the exit of an embassy, while collecting various accoutrements you need. To thwart him you must set traps. These range from buckets of water over doors to time bombs in the face. If you meet up, you can even enter into hand-to-hand combat with him.

It's a nice idea, nicely done. Cartoon graphics (a little small, perhaps) and wacky sound effects make this a very entertaining play. Of course, it's miles better with a human to play against, so if you've got one who's willing, prepare for some quality time with *Spy Vs Spy*.

Amiga Format Verdict 84%



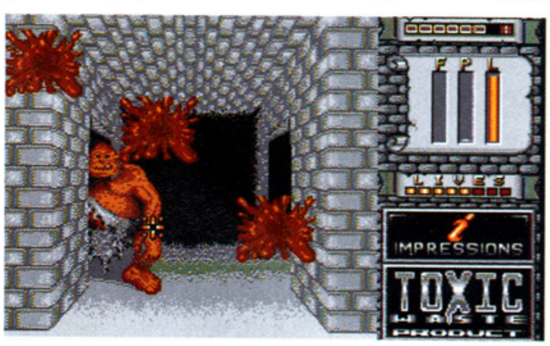
Whatever happened to the nice harmless TV characters kids used to have. Noddy, Andy Pandy, even Captain Pugwash and his friends Seaman (snip. Ed).

Edd The Duck

Zeppelin ■ £7.99

If you watch Edd on telly, my condolences. You must be unemployed. But if you have a young friend/relation who does, and owns an Amiga, then buying them this will guarantee them a pretty simple CodeMasters-type platform game. It's nice to look at and it's got funky young person-type sounds attached. All in all, pretty groovesome, er, wicked fun for the little 'uns.

Amiga Format Verdict 77%



Whatever happened to those nice chariots we used to have. All melted down to help the war effort, I suppose. Hey, Mrs Gideon! Is me cocoa ready yet? I want me cocoa!

Chariots Of Wrath

Energize ■ £7.99

This game looks like a vastly simplified *Eye Of The Beholder*. You wander around the bleak castle of the vowel-less Emperor of Qzxyzx, chopping and smart-bombing any baddies who you chance upon.

The pseudo, 360-degree layout means that you must continually check every compass point, lest you are japped by some hairy swine. If the truth be known, it looks better than it plays. There's a portion of excitement attached, but it's not large. It's no substitute for the (albeit more expensive) real thing. Better to sell something expensive that you own, and buy *EOB* instead. (Oops – this is the budget section. I shouldn't say things like that.)

Amiga Format Verdict 42%

It's a corner-shaped compilation corner again. Not!

Sport's Best

Loriciel ■ £ask neil

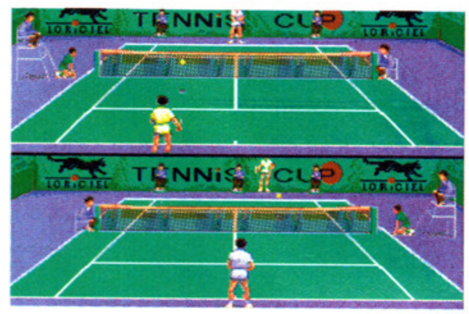
Three games, all designed to help you avoid any major musculature movement, whilst promoting a feeling of healthy indoor well-being:



Steady on. Had a pint too many down the Merry Pugilist this lunch, Mr Weak? Mind how you go, sir. And please accept this punch from the lads.

Panza Kick Boxing

I'll assume all the 'German tank' gags have been done, and simply say that this is an in-ring fighting sim which takes boxing a couple of feet further. It's nice and smooth, it's fast and it's well playable. There are plenty of options, covering all the combat aspects, and of course a good two-player mode. In fact, when it comes to lawful face damaging, *Panza Kick Boxing* has got, as they say, the lot.



Some rather tense moments for the young Welsh lass as she realises she was destined to be a javelin thrower, and had simply walked into the wrong training enclosure by mistake.

Tennis Cup

Split-screen 3D tennis ahoy. Here you get to volley, smash, spin and sometimes hit a tennis ball to your opponent. Surprised? Don't be; it happens all the time at Wimbledon.

Tennis Cup is a very playable game. Not too tough, but not too easy neither. It's quick, enjoyable and doesn't rhyme with any famous motorways (Eh? – Ed). A good game indeed.



Driving the French way. Simply wait until several cars are zipping past before broadsiding your vehicle. Put the gears into neutral and let the oncoming traffic do the rest. Simple.

Turbo Cup

Like a tennis cup but wider, a turbo cup is what you win if you drive a rather poor 3D Porsche 944 around some dreadfully implemented circuits in (you guessed it) France. You must qualify, then race several other poorly drawn beige Porsches. The perspective is really rather sad, and the game itself won't give Geoff Crammond any sleepless nights.

Overall, *Sport's Best* contains two good games. *Panza Kick Boxing* and *Tennis Cup* are both worth adding to your collection. Forget *Turbo Cup*, though. It's even sadder than watching reruns of The Krankies.

Amiga Format Verdict 75%

TOP TEN AMIGA BUDGET PRICE CHART

1(1)	**First Division Manager**	Code Masters	£7.99
2(2)	**Rainbow Islands**	Hit Squad	£7.99
3(3)	**F16 Combat Pilot**	Action Sixteen	£9.99
4(-)	**Manchester United**	GBH	£9.99
5(4)	**Scooby & Scrappy Doo**	Hi Tec Software	£7.99
6(5)	**James Pond**	GBH	£7.99
7(6)	**Lotus Turbo Challenge**	GBH	£7.99
8(-)	**New Zealand Story**	Hit Squad	£7.99
9(-)	**Golden Axe**	Tronix	£9.99
10(-)	**Fantasy World Dizzy**	Code Masters	£6.99

LAST YEAR'S TOP TEN FULL PRICE CHART

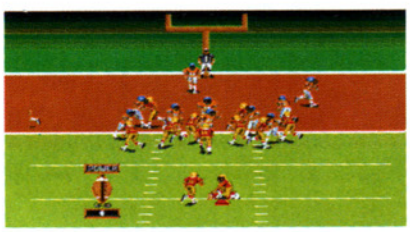
1	**Armour-Geddon**	Psygnosis
2	**Eye of the Beholder**	US Gold
3	**Secret of Monkey Island**	US Gold
4	**Gods**	Renegade/Mindscape
5	**Chuck Rock**	Core Design
6	**PGA Tour Golf**	Electronic Arts
7	**Hero Quest**	Gremlin Graphics
8	**SuperCars 2**	Gremlin Graphics
9	**Lemmings**	Psygnosis
10	**SpeedBall 2**	MirrorSoft

THE TOP 30 AMIGA FULL PRICE CHART

1(12)	▲	**John Madden American Football**	Electronic Arts	£29.99	FG94%
2(-)	New	**The Manager**	US Gold	£30.99	79%
3(-)	New	**Epic**	Ocean	£29.99	Next Issue
4 (1)	▼	**Project X**	Team 17	£25.99	75%
5(-)	New	**Eye of the Beholder 2**	US Gold	£35.99	FG91%
6(2)	▼	**Formula One Grand Prix**	Microprose	£34.99	FG92%
7(3)	▼	**Space Crusade**	Gremlin Graphics	£25.99	82%
8(-)	New	**John Barnes European Football**	Krisalis	£35.99	Next Issue
9(-)	New	**Dizzy's Excellent Adventures**	Code Masters	£24.99	Comp
10(-)	New	**Sim Ant**	Ocean	£25.99	73%
11(11)	■	**Jimmy White's Whirlwind Snooker**	Virgin	£29.99	FG91%
12(7)	▼	**Pinball Dreams**	21st Century Ent.	£25.99	84%
13(9)	▼	**WWF Wrestlemania**	Ocean	£25.99	72%
14(-)	New	**Pacific Islands**	Empire	£29.99	FG93%
15(4)	▼	**Black Crypt**	Electronic Arts	£25.99	78%
16(5)	▼	**Special Forces**	MicroProse	£34.99	79%
17(14)	▼	**Birds of Prey**	Electronic Arts	£34.99	88%
18(10)	▼	**James Pond 2 - Robocod**	Millennium	£25.99	FG91%
19(15)	▼	**Populous 2**	Electronic Arts	£29.99	FG95%
20(23)	▲	**Another World**	US Gold	£25.99	80%
21(13)	▼	**Award Winners**	Empire	£25.99	Comp
22(8)	▼	**A320 Airbus**	Thalion	£35.99	78%
23(30)	▲	**Oh No! More Lemmings**	Psygnosis	£19.99	82%
24(18)	▼	**PGA Tour+**	Electronic Arts	£29.99	Comp
25(19)	▼	**Heimdall**	Core Design	£34.99	88%
26(20)	▼	**Harlequin**	Gremlin Graphics	£25.99	78%
27(-)	Re	**MicroProse Golf**	MicroProse	£34.99	90%
28(-)	New	**Parasol Stars**	Ocean	£25.99	This issue
29(25)	▼	**Dizzy Collection**	Code Masters	£24.99	Comp
30(19)	▼	**Robocop 3**	Ocean	£25.99	FG91%

Chart sponsored by Penguin and compiled by Gallup Ltd ©1992 ELSPA

Chart Chatter



Red 42! Hut! Hut! Hut! *John Madden American Football* touches down at Number One. Yee-ha!



Like all managers, *The Manager* is not content with second place, so watch out Madden...

This month the football sims go head to head - and for the time being, the Yankees are winning. Electronic Arts' quarterback-tabulous *John Madden American Football* has the slightest of edges over US Gold's soccer-tastic *The Manager*. The referee doesn't know what to do, and the two team's bosses are hollering and screaming on the touchlines, demanding a recount - or at least a replay.

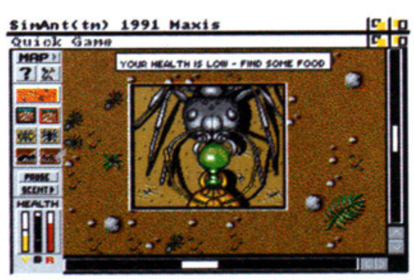
After extra time, Ocean's *Epic* makes a late arrival on to the pitch and then promptly disappears off to the changing room again, muttering something about its boots not working. Ah well, that's footie for ya. Meanwhile, Team 17's secret weapon, *Project X*, takes on all-comers and burns the goalies to cinders in seconds.

In a different league, *Formula One Grand Prix* tears its way towards the stadium at breakneck speed - but it seems to be having problems with its clutch - on the top of the charts. Meanwhile, *Eye of the Beholder's* second team is getting togged up for a battle of the ball at *John Barnes' Euro Football* club. *Space Crusade*'s away strip doesn't fit - but who cares? The heavy weapons are excellent!

Almost as excellent are *Dizzy's Excellent Adventures*, but they seem to be more interested in standing around blowing bubbles and shouting "bogus!" at the ref. It seems the black togged chappy has swallowed his whistle and is running around the pitch like a headless chicken. Why? Because someone's emptied the contents of a *Sim Ant* farm into the back of his shorts. If only we could arrange for the same thing to happen to Jimmy Hill, then the European Cup might be worth watching. But for now, sports fans, you'll have to be content with the knowledge that our results service is much less boring than his.



Eye of the Beholder 2 finds a safe halfway house at number five, before the final fight.



Aargh! There are ants in Number Ten. Call the minister for insecticides, *Sim Ant* is here!

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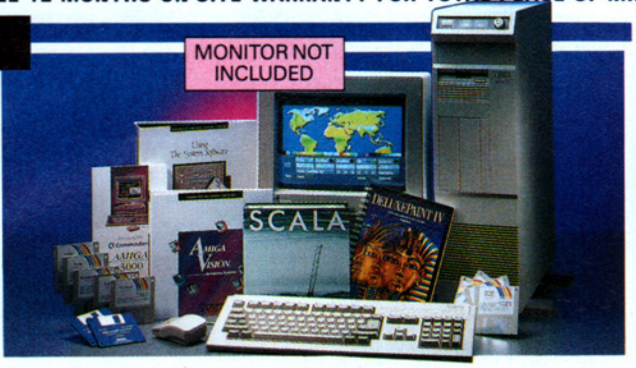
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The Electronic Ant Colony
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Dunc: Sim City was like a drug – you got hooked on it. If you've played it, I'm sure you'll go along with me. Sim Earth, I have to admit, I never really went for – the screenshots on the back of the packaging put me off. Complex or what? – and I'm a bit thick, when it comes right down to it. So Sim Ant had me worried – could I pull it off? Here's exactly what happened.
STEP ONE: I loaded Sim Ant up and clicked on things to see what they did. It was six o'clock in the evening.
STEP TWO: I discovered what they did. It was six-twenty.
STEP THREE: I became completely obsessed. I was an ant. I made my first little barrier out of rocks. I quashed an incoming tide of army reds by leading a spider towards them. I discovered why it was useful to keep pebbles inside my nest. And more.
STEP FOUR: I won my first game – it was six o'clock in the morning. I finally went to bed at seven and slept until lunchtime. (And then watched Home And Away. So nothing unusual there. Ed.)
And I've been hooked ever since, even though I've already finished the game several times. It says in the manual (which is excellent, if a little corny) that "Sim Ant isn't a game, it's a software 'toy' – a backyard filled with ant colonies." And it's right, of course. Whereas Sim City never really ended, Sim Ant ends quite often, but always in a different way. There's even an Experimental mode, where you can build ant arenas and mazes – place as many ants of either colour wherever you want and then test them, or just kill them. Whatever. It's a Sim Ant construction editor, basically.
What more can I say? I've killed real ants in every way imaginable: flaming petrol, boiling water, magnifying glasses, gunpowder and loads more besides, but Sim Ant has proved to be the most fun of all. And even Buddhists can enjoy Sim Ant, because nothing really dies. Brilliant stuff – legendary almost. (Alright, alright, no need to go over the top. Ed.)
STOP
GRAPHICS 93
ADDICTIVENESS 94
SOUND 80
EXECUTION 93
OVERALL 93
Ants. You've shared your food your home and your planet with them. you've stepped on them sprayed them cursed them and bombed them. Now you can be them.
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THE LUCKY BEGGARS

Even though the main game in this issue's helping of Gamebusters has been covered by a solution from the programmers, there are still two £50 voucher winners. First token goes to Andrew Brown from Bolton, for his Dynablaster codes, and the second is won by T Davis in Croydon for his Black Crypt maps.

If you have a cheat mode, players guide, solution, set of maps (preferably on disk) or even a few tips on a game, send it in to:

GAMEBUSTERS
Amiga Format
30 Monmouth Street
Bath BA1 2BW

Make sure that you send your tips in to the right section! Helping Hand letters to Helping Hand and Gamebusters letters to Gamebusters. It gets awfully confusing otherwise!

BUSTING THE CHARTS

In this new column we'll try and hit as many of the new entries as possible in last issue's charts, bringing you cheats, pointing out where solutions to bigger games may be found and giving you the opportunity to send us your hints. Let's get the ball rolling...

If you want tips on *Project X*, I'm sorry to say that nothing has been received from Team 17. I should have something in the next couple of weeks though, so hold on!

After the success of *Eye of the Beholder*, Electronic Arts got their own ticket for the bandwagon together with *Black Crypt*. For a little extra help on this dungeon quest, leaf through Gamebusters and you'll find a few maps to help you find your way around.

Some more super-hard-men-with-guns action enters the charts this month, but this time with a more down to earth approach in the shape of *Special Forces*. Pretty much the best approach on this one is to try and keep your men in a strong formation. If any wander off on their own, use the waypoint controls to bring them back. Also, make sure that you put the men into the right fighting mode. A stealthy attack on a normal mission can be very damaging!

Domark have taken a different perspective (literally) on the dungeon quest theme with *Shadowlands*. This may be causing a few adventurers problems by now, so read the guide to the first five levels in the main part of Gamebusters this month.

Many attempts have been made to convert pinball to the computer screen, but none quite as slick as 21st Century's *Pinball Dreams*. If you're getting frustrated about losing a ball, then try this tip. When the ball goes down one of the side chutes (which would normally lose the ball), lift the flipper nearest the ball. Now with a bit of practised timing, you should be able to bounce the ball back into play, saving it for another run.

A lot of you bought *John Madden Amrican Football* to try and recreate that Superbowl atmosphere, but this may be difficult if you can't even get to the playoffs! These codes may help a bit:

0540300 - Quarter Final
0150361 - Semi Final
0550361 - Superbowl Final

Now all that's left to do is get the popcorn in.

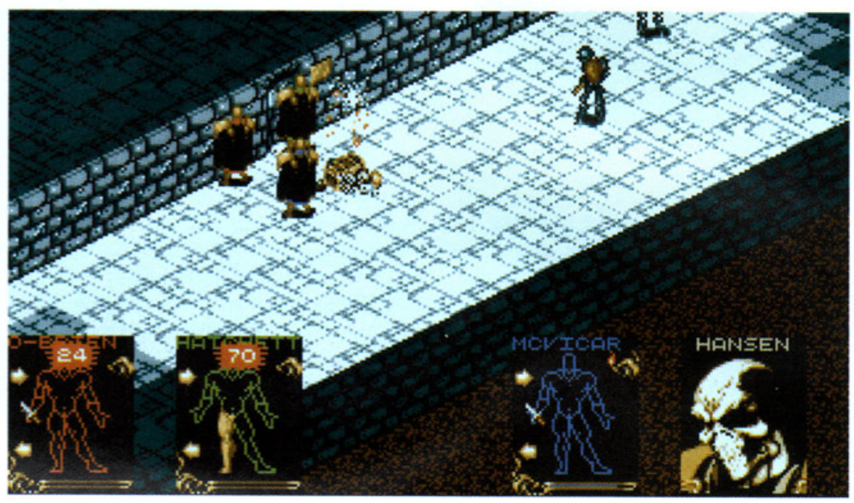
French wild dogs aren't usually a problem for computer gamers, but *Titus the Fox* is another matter. What you really want to get through this cute French platform game is a set of codes, so there's one in this month's Gamebusters.

One of the most popular games at the Amiga Shopper Show was Psygnosis's graphically extravagant shoot-em-up, *Agony*. One hint that enables you to rack up a pretty big score and kill the first end of level baddy without much trouble. Play the game as normal, collecting the big-shot potions and sword. When you get to the end of level guardian, sit underneath its jaws so that the sword touches the top of its head. All the items that come out of its mouth should then explode, soon to be followed by the guardian. Easy!

Game Busters

A slightly reshuffled look to Gamebusters this month. This should allow us to bring you even more tips from this already crammed section. So flip through the pages, ingest the advice on offer and beat those enemies for good!

Shadowlands



Skeletons can quite often be found guarding items such as chests. Kill them to get the booty.

Taking a new twist on the four-man party adventure game may make for interesting gameplay, but it doesn't make the quest any less difficult. Here's a batch of tips on the first set of levels for this Format Gold winning role-player.

Level 1 - The Wilderness

This one is pretty straightforward. Just collect the apples, sticks and the bow (which can be found in the lower right-hand corner of the woods) to use later in the game, then follow the path to the two torches. Collect the torches and go down the steps to the next level.

Level 2 - Dungeon 1

As you go on, collect and extinguish all the torches you find so that they don't burn away too quickly. Collect the three silver coins, then move over to the door and pull the switch. Go through the door and collect the sticks, bread and full water flask. When you come across the skeleton, kill it with the sticks and collect its empty flask. Drink from the fountain (as you should whenever you come across a fountain) and fill the skeleton's flask. Use the coins to collect the additional flask by the gap in the wall and pick up the apple (as a rule, you should always pick up any food you find).

Look for a secret switch on the wall and push it, then collect the strength potion. Now open the lock with the key. Leave a torch by

Continued overleaf

the gargoyle (which is a light sensor) to open the double doors and go through them. Leave a weight on the floor switch ahead and enter the room. In this room, you will come across a skeleton. Kill it and collect the shield and the chest before leaving the room.

Go around the corner, drink from the fountain and leave another weight on the floor switch before going through to the double doors (avoiding the skeleton). Once at the doors, pull both switches and go through. Collect all the apples which can be found in the corner of the corridor and carry on to the next set of double doors.

Once at the doors, place one character on each of the floor pads while avoiding the skeleton. It is also possible to place a dead body on a pad, since it weighs the same as a living character. When the doors open, move through into the next room. Pull the secret switch by the side of the small door, collect the light scroll and leave the room.

Collect the key by the fountain and unlock the double doors. Go through and kill the skeleton, then collect the chest and descend the steps into level three.

Level 3 - Dungeon 2

First of all, collect the key that you find. Buy the light spell, then pull the switch and proceed through the double doors. Pull the switch marked 'Pull' and send one character through the teleporter. Collect the key lying in the corner, then have a drink. Pull the switch in the far corner then exit the room using the teleport.

Open the portcullis with the key you just collected. There is a switch marked 'Do Not Pull' which, surprisingly enough, you should leave alone. Have a drink and collect the food, then throw any object over the pit onto the weight switch to close the middle pit.



A locked door can be a problem. Try a key if you have one, otherwise look for secret switches nearby.

Extinguish all light (to avoid the light trap) and collect the chest from the alcove using the spellbook and the key. You should now use the following method to leave the room:

Use the key in the portcullis. Stand one pair of characters on the front switch and one pair on the back switch. The characters on the back switch will now be teleported into the adjacent room. Leave them there and move the pair of characters that were standing on the front switch through the now open door. Collect the chest and then stand on the weight switch. Go back and free the other characters, then kill the skeleton to get the exit key. Now you can leave the room to rejoin your team.

Kill both the skeletons and pull the secret switch to open the door to the next room. Collect the shield and go past the gargoyle in the dark. You should then come across two pits. Throw a fireball over them to activate a light teleporter at the end of the corridor to make the pits disappear. You can now continue and open the lock and portcullis. Kill the Valkyrie with fireballs and then buy any item (although the third chest is recommended).

Place something on the weight switch to open the door, then go through. Recharge any depleted items on the altar (which can also be used to resurrect a character), then have a drink to bump up your energy. Pull the switch then leave the room by pulling both switches on the outside of the door.

You now have a choice as to how to proceed. You can either go past the Valkyries, kill them, collect the gold coin and open the door with it or go right round and stand the characters by the sign that reads 'Says Nothing, Reveals Much'. A secret wall will then open that you must enter. Collect the chest standing at the end, then pull the switch to open the double doors. Send one character down the right hand steps and the rest down the the left hand steps to get onto level four.

Level 4 - The Prison

Walk the single character (that came down the right hand steps) all the way to the dead end with the fountain. Walk the other three over to between the second and third wall torch, where you should find a secret switch (don't bother with the floor switches). Push the switch to open a secret wall, then collect all the items and rejoin the lone member of your team.

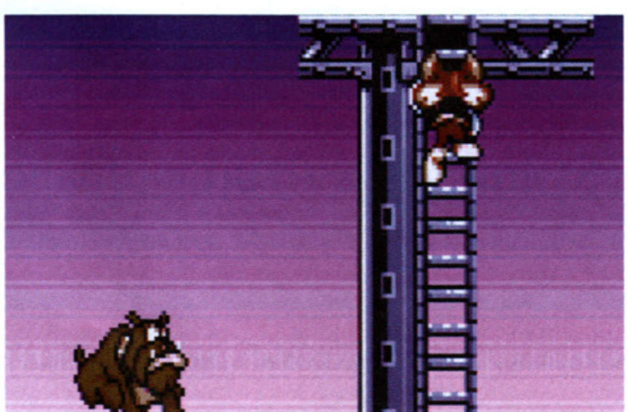
Carry on down the corridor, making sure that you avoid the last floor switch, since this will warp you back to the beginning. Make everyone read the sign saying 'This message is for everyone'. Spend your coins and collect the chest when it eventually appears.

Stand three of your party on three of the floor switches so that they get kidnapped (don't worry, you can rejoin them later), but make sure that the member left has a magic level of four or more. Check each of the three characters in cells, to see which one should kill his cell mate. Once in the cells, keep an eye out for the rats! Food and water can be obtained by collecting the key by the door of the 'Bread and Water' cell.

TITUS THE FOX

It seems as though a fair number of you found this cute, but slightly annoying platform game rather easy (judging by the number of code lists we've received, anyway). For those of you needing a little help, here is a list of all the level access codes.

Level	Code
1	2625
2	8455
3	2974
4	4916
5	1933
6	0738
7	2237
8	5648
9	6390
10	8612
11	4187
12	1350
13	9813
14	5052
15	3360
16	2045

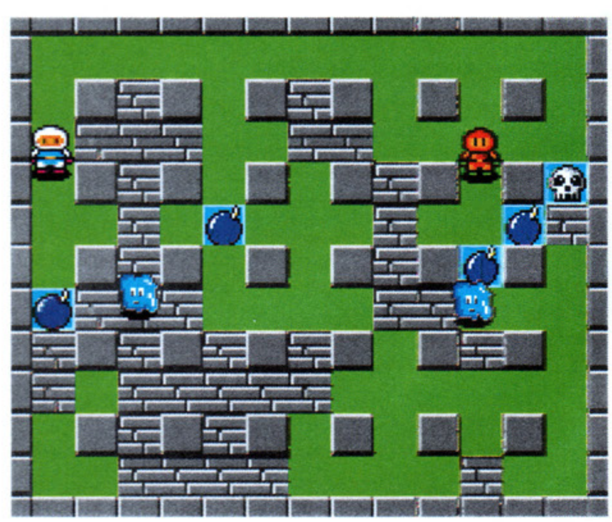

Too scared to come down? Try the level codes to skip the tricky sections.

On a couple of the levels, there are some cleverly hidden points where you can gain extra energy, but you have to look for them. On the third stage of level four, crawl through the wall on the left hand side to collect the power-ups and look on the roof of the second building of level six to find more even more of that much-needed energy.

DYNABLASTER BOMBERMAN

£50

This cute little explosive game had members of Amiga Format playing for hours trying to bomb the heck out of each other, but the single-player game may be causing some of you problems. Check out this list of level codes for some help.


A two player battle is easy, but you need codes in single player mode.

Take the character that is still free, collect the key that has appeared and open the left-most door to collect the Waterball spell. Have a drink and continue down the corridor. Go through the small gap in the wall (the first one to the character's left) and kill the fire demon with Waterball spells. When he dies, one cell will open and one of the imprisoned characters will rejoin you.

Leave the room the same way that you entered, but this time turn left and go right around to the portcullis and the switch. Pull the switch and enter the room. The switch also activates a teleporter for a short while, so throw items into it. These will warp to a floor switch which closes pits. Pick up any items thrown and pull the switch to open the cells. The other members of the team will now rejoin the party.

When you leave the room, turn to the character's left and continue down the new corridor until you reach a T-junction, at which point you should turn left. Pull the switch and kill the Minotaur before collecting the chest containing coins and a key (which opens the last cell). Don't, whatever you do, forget the key in the last cell! Look by the door and collect it.

Exit the room and turn right. Put the cell key in the lock and enter the dining room, then pull the switch in the corner to open the door. Buy some food, collect the chest and have a drink. Now you can proceed into the Master Switch room. Don't pull switch four, as this will let monsters into the room. Instead, you should kill the Minotaur and use switches one, two and three to open rooms and collect the key (by sending someone into the room and waiting for it to appear, rather than 'choosing' the key). Use the key on the last room and go down the steps to level five.



When a floor switch can be seen on the opposite side of a pit, throw an object across to activate it. The pads will usually close floor pits.

Level 5

Open the door by using the switch and send one fighter into the room. The light sensitive switch will detect him and open the monster doors. Try to let each monster out one at a time and kill them, keeping an eye out for fire demons, since they will trigger the light switch and let out all the monsters at once! One of the fire demons carries the exit key, so once you have killed him get all the rest of the group through. Spend a coin and use the altars to re-energise, then buy some refreshments.

Send men into the teleporter, leaving an item on the floor switch. Extinguish all light and enter the new teleporter, then enter the 'One each' room. Send your men into the corridor one at a time, kill the skeleton and collect the key.

You now need to use a special key combination to solve the corridor. Use this combination to open the locks:

Key 1 - Lock 4
Key 2 - Lock 3
Key 3 - Lock 2
Key 4 - Lock 1

You can use the switches on the wall outside to free any of the adjacent characters. You don't need to use all of the four keys for this.

To solve the next corridors, two teams of two men are needed, as each team helps the other to progress. Use the following combinations to get past:

Switch 1 closes Pit A
Switch 2 closes Pit B

Get everyone through, stand together on the floor switch and enter the portcullis. Now go over to the switches marked 'Mystery Tour' and get each character to take one switch each (A, B, C or D). Here are the actions each character should carry out:

A Light both photo-receptors. Keep light away from the doorway, as invisible receptors create a skeleton. Collect the key.

B Collect the key, extinguish all torches and exit.

C Collect the chest, kill the skeleton and leave all the items on the area marked 'Please Give Generously'. Go through the door and proceed through the second door. Note that you can't carry any items through, but don't worry, you will find them all back outside.

D Collect the chest and throw a fireball in the direction of the arrow. It will warp X-Y-Z and open the door.

Now you should use the collected keys on the three locks. Wait for the doors to open, then proceed down the steps to level six.

That's just about all the space we've got for our Shadowlands walk-through this month, but it should be enough to keep you going for a fair while. We'll try and bring you further instalments soon, so you can finish the game.

Level	Code	Level	Code	Level	Code
1-1	UKCLMNKT	4-1	UANWQQPA	7-1	UANWGUPA
1-2	UAGWIQNE	4-2	MUBWNNEC	7-2	UAGWGVPE
1-3	UAGWIJNA	4-3	UKRLNLHT	7-3	MUBWLSZT
1-4	UANWIINE	4-4	UANWQIPE	7-4	UKCLPHHV
1-5	MUVWLGPL	4-5	UANWQSPA	7-5	UANWGEPA
1-6	UKRLMTKV	4-6	UAGWQSPE	7-6	UAGWGEPE
1-7	UAGWGINA	4-7	MUBWNLZT	7-7	UAVWIOTA
1-8	UANWIQNZ	4-8	UKCLNNHL	7-8	MUVWLEEG
2-1	UANWQVNA	5-1	UANWIJPA	8-1	UKCGNNKT
2-2	MUBWNENC	5-2	UAGWIJPE	8-2	UAGRGJNA
2-3	UKRLNGKT	5-3	UAGWGQPA	8-3	UAGRQQNE
2-4	UANWQONE	5-4	MUVWLGEC	8-4	UANRQINE
2-5	UKCLNBKT	5-5	UKCLPMHT	8-5	MUGWNGPC
2-6	MUBWNINC	5-6	UAGWGIPE	8-6	UKRGNTKV
2-7	UKRLEHKT	5-7	UAGWGSRA	8-7	UAGRBINA
2-8	VANWQUNZ	5-8	UANWIJPZ	8-8	UANRQQNZ
3-1	UANWIPNA	6-1	MUVWNSZC		
3-2	UAGWIPNE	6-2	UKRLNGHV		
3-3	UAGWGJNA	6-3	UAGWBVPA		
3-4	UANWIENE	6-4	UANWQEPE		
3-5	MUVWLOPT	6-5	UANWBOPA		
3-6	UKRLPHLV	6-6	MUBWNOET		
3-7	UAGWGENA	6-7	UKRLEBHT		
3-8	UANWIPNZ	6-8	UAGWBEPA		

Andrew Brown, Harwood, Bolton

REVENGE OF THE MUTANT CAMELS

This highly popular Coverdisk game from Jeff Minter prompted a few people to send in a couple of oasis codes, but we only got one letter that lists the lot. So here you go.



Fed up of this level? Try the codes to get a bit further.

Oasis	Code
1	SIETCH TABR
2	OLLANTAYAMBO
3	RAVEADELICA
4	NEWCASTLE EMLYN
5	DROMEDARIA ZOOPHILIA
6	THIS IS BASINGSTOKE
7	OCCAM II
8	SMOKE ME A KIPPER
9	RASPBERRY INFUNDIBULUM
10	GOATS GOATS AND MORE GOATS

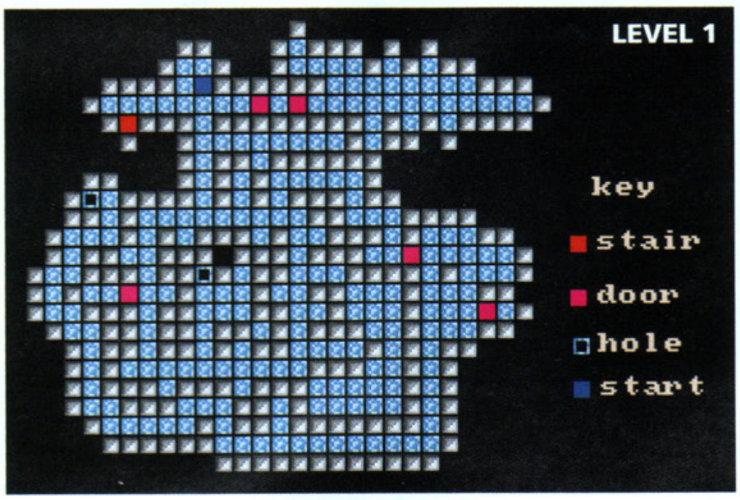
In two player mode, when the goat dies, keep jumping the goat and make the goat mount the camel. The dead goat will then act as a shield for the camel.

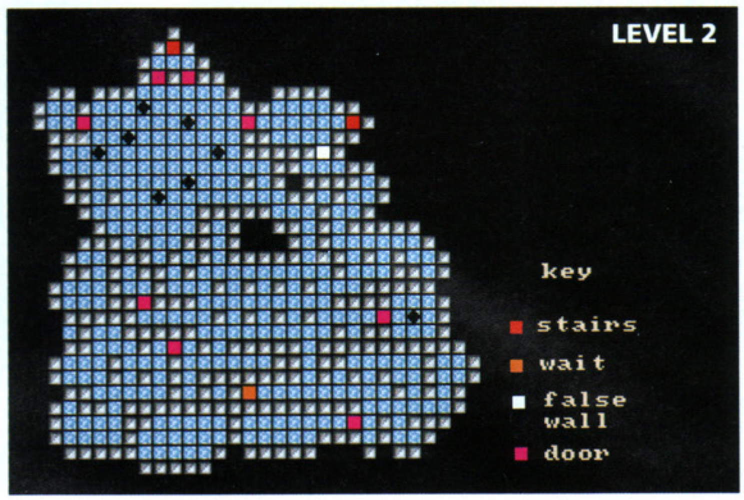
Alexis Segert, Charlbury, Oxford

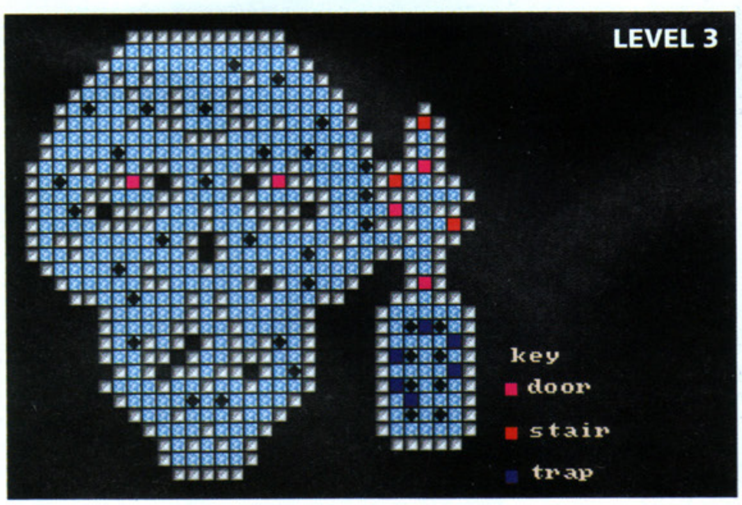
Black Crypt £50

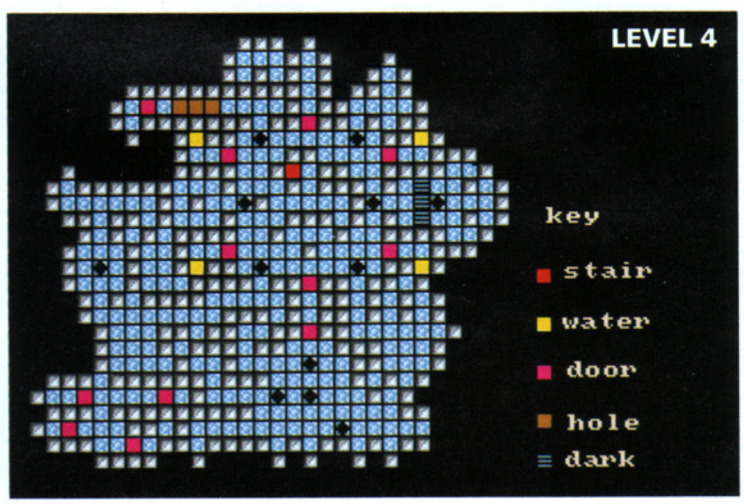
Fed up with getting lost in the corridors on this Dungeon Master style quest? Try the Wizard Sight spell. What? Still can't do it? Then try these maps for size. They could help you out.

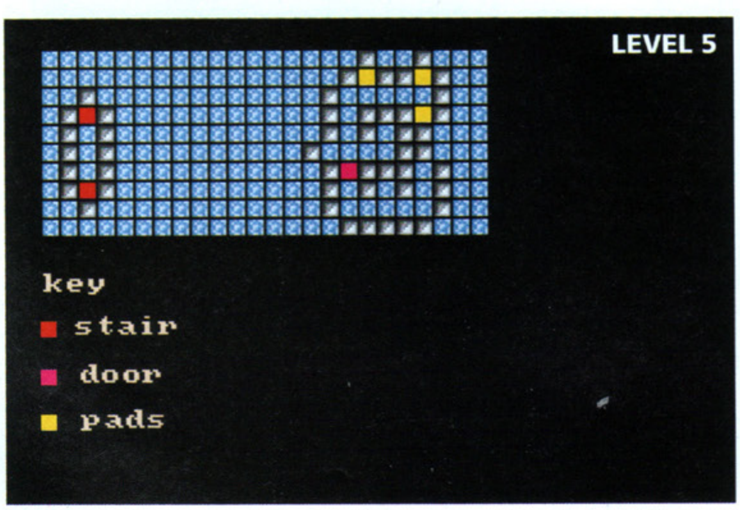
T Davis
Croydon

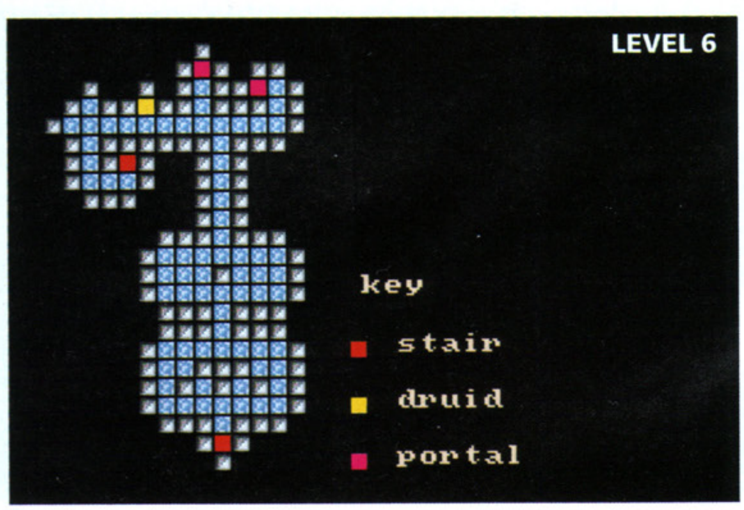






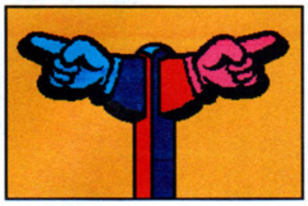








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Helping Hand

The waifs and strays of the computer games world once more send in their pleas for assistance. **Maff Evans** sifts through the post bag and attempts to put those frustrated souls out of their misery.

A problem of Knightmarish proportions

Please can you help me with *Knightmare*. I have seen the maps in ***Amiga Format*** issue 34, but I still can't access the door to the stairs in the Mystic Chambers of level two.

Gareth Topman, Blackpool

The problem you're probably having is getting to grips with the secret wall. Look around until you find a wall with bearings on the bottom. Next, face the wall and hold the right hand button with the pointer over the forward arrow. The wall should then move out of your way, but you still have to watch for the mad wizard! On the left should be a Help Oracle. Clare Young is also having trouble, but a little nearer the beginning... in fact she can't get out of the forest! All you have to do is walk trough the pothole to the main garden, flick the switch on the wall and pick up the twig. Turn around and go through the hedge, killing as many rabbits as possible to turn them into rabbit pies, and carry on along the path until you come to an Oakley. Touch him with your empty hand to see if he has lost his child. If so, throw the twig at him to turn him into a wand. Pick up the wand and go through the porthole.

This kind of help (along with many more tips) is available in the Knightmare Adventurer's Handbook. This is a complete guide to the game, including tips, diagrams and maps to help you through. The book costs £5.99 and is available from Mindscape on 0442 246333.

It's a gas, gas, gas

Please help me! I can't get past the tenth level on Jumping Jack Son. Can you give me the passwords to help me out?

Christopher Brewis, Brighouse, West Yorkshire

Nothing could be simpler! Here are the three codes:

Level 5 - ROCKNROLL
Level 9 - NOISES
Level 13 - ELVIS

Life in the battlefield

£25

A reply has arrived from Iain Comerford in Glasgow in response to Andrew Black's query about cheats for Warzone. He says that all you have to do is press F1, F2 and F3 on the title screen for infinite lives. Well, that's a cheat if ever I saw one! Have a voucher, Iain.

Roll over Amiga

I can stand it no longer! Please, do you have a cheat mode (hopefully infinite lives) for the Hit Squad game Head Over Heels? I used to have the game for my old Spectrum and thought it was great fun, so I got the Amiga version. But now I find in my old age that eight lives for Head just isn't enough!

Michael C Street Louth, Lincolnshire

I'm afraid you're going to have to stand it a bit longer, since I don't actually have any cheats for Head Over Heels at all. If any helpful readers out there reckon that they can help Michael out, then send your cheats in to Helping Hand.



Getting this gate open is the key to solving the adventure. Perhaps a banana-munching friend could help.

Even more monkeying around

Kevin Butler from Blackpool and James Packham from Reading are both still having trouble with the Secret of Monkey Island.

James can't work out how to get the rope from the pond on Monkey Island itself. Well, this is a little tricky. To get it you need gunpowder and a cannonball from Herman's fort (on the left of the island). Then you go to the dam blocking the river and pick up the rock with a note under it. Look at the noteworthy rock to find that it has flint in it. Now put some gunpowder on the dam and use the flint with the cannonball. The dam will burst carrying you along for a while, after which you can go to the pond and pick up the rope.

Kevin's problem is a little easier to solve. He can't get the monkey to open the gate at the gigantic monkey head. All you have to do here is feed the monkey with bananas from the native village and the tree on the beach (by knocking them off with rocks from the primitive art). Once he starts following you, go to the monkey head and pull the nose of the totem pole to the left of the gate. Walk away from the pole and wait for the monkey to start swinging on the nose. The gate will now stay open.

First past the temple

I am stuck on level two of the game First Samurai. I can't get to the master, I can't even find all the specials. It's that hard! Please help me!

Tahildeep Sehra

Well, there have been a couple of cheats sent in, but whether they'll work on your version is up to you to find out. Here is the first one from Graham Walton.

When you load disk one and the name Goonies appears, hold down one of these keys:

F1 - Infinite energy and weapons
F2 - Infinite energy
F3 - Infinite lives.

If that doesn't work out, try this one from Eric Holmes in Ayrshire.

Start the game as normal then hit pause. Now type in DIPUTS (that's STUPID backwards) to enable you to press the number keys to teleport around the level. Hope one of those works for you.

Down to earth

£25

It seems that some of you weren't too happy with the hints we gave for Captain Planet, asking for even more stuff to help on the game. Well try this one from Clare Young.

Start the game as normal until you get to the level selection page. At this point you should type in GO PLANET. When the game starts, press F10 and Return together to get back to the selection page, where you should now be able to choose any level.

Sorry Clare, but you didn't send your address, so to get your voucher you'll have to get in touch to let us know where to send it.

That's it for this month, but keep those enquiries and tips coming in and we'll try and help you out. One last thing - don't ask me to reprint maps, full solutions and extensive player-guides to old games. We can't print them again if we've printed them already. Also, don't send SAEs asking for a reply. We just don't have the time to deal with individual cheats by post. Sorry!

If you're stuck on a particular game or have a solution to a letter printed in the magazine, then write it down and send it in to us at HELPING HAND
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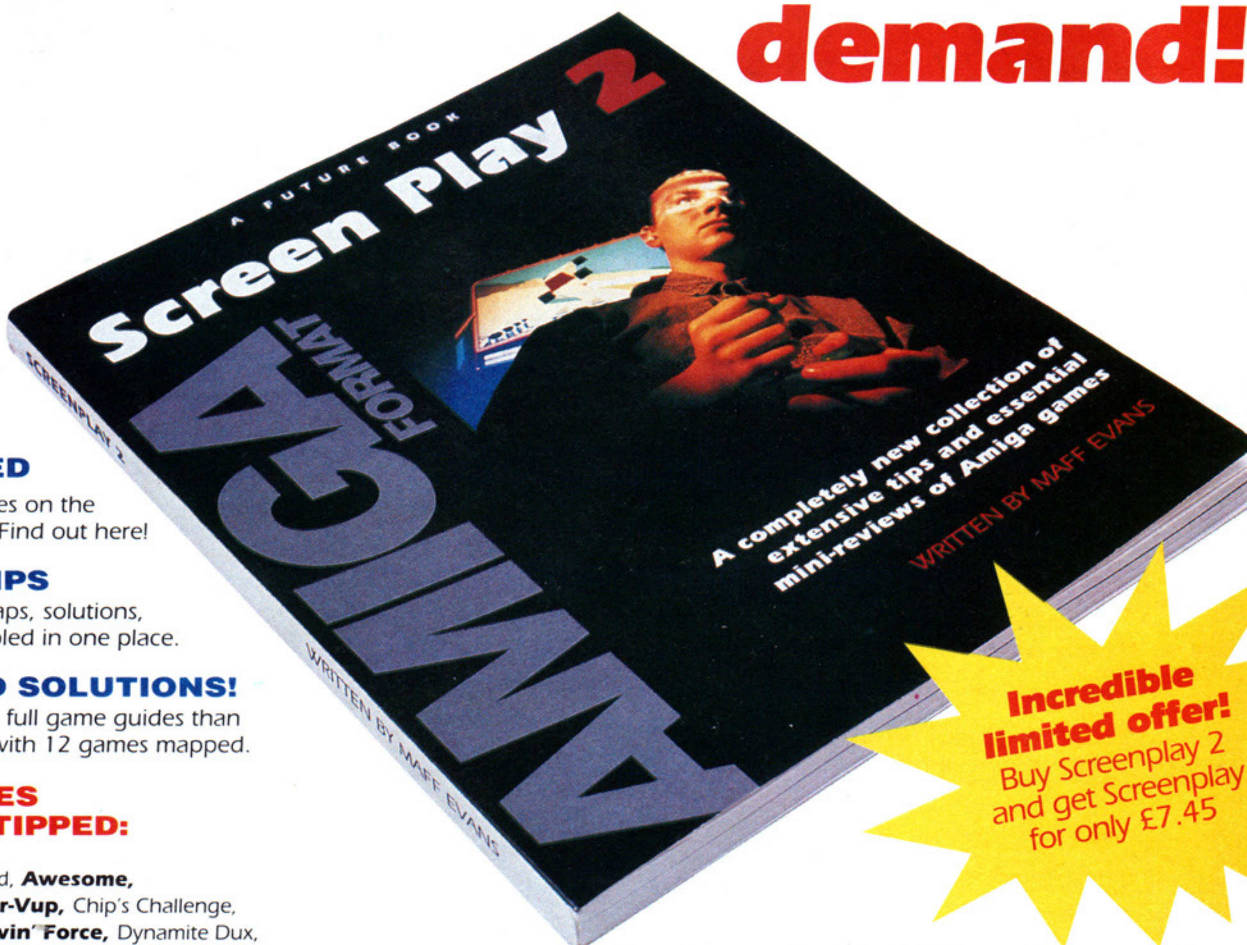
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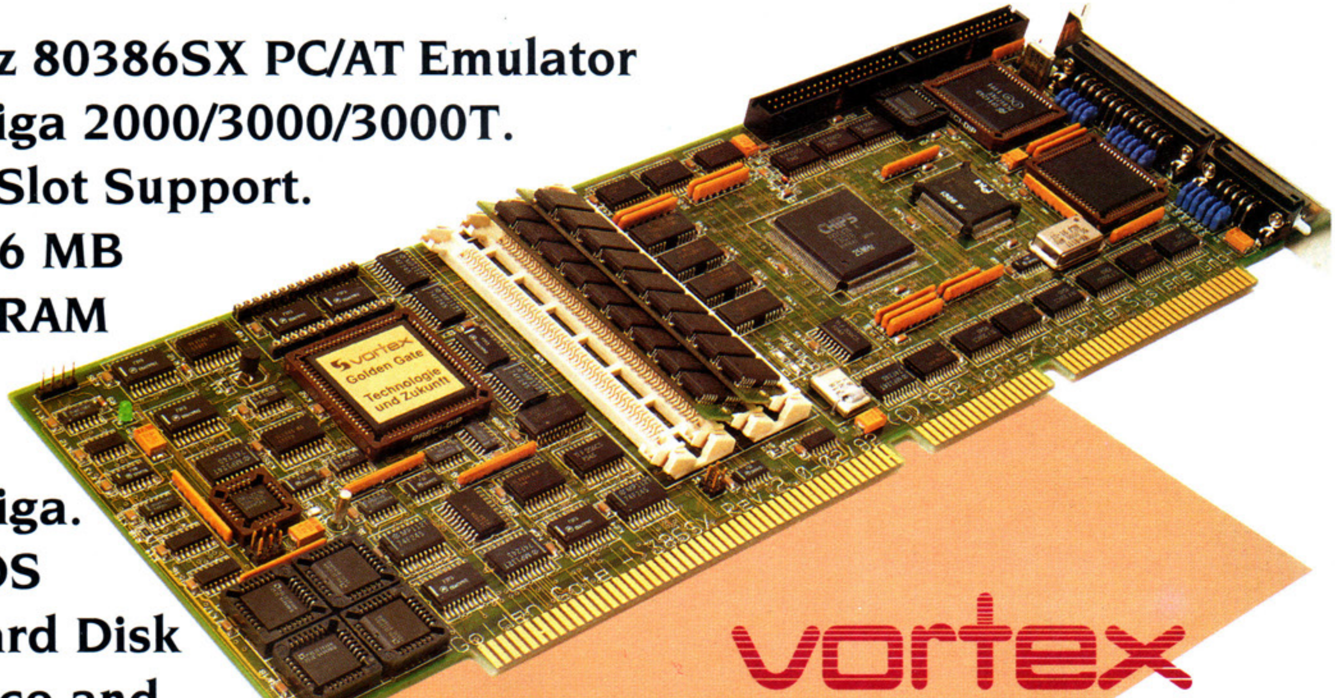
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vortex Golden Gate®

- Golden Gate is the 25 MHz 80386SX PC/AT emulator for Amiga 2000/3000/3000T. As a bridge-slot-board it closes the gap between the Amiga's PC/AT (ISA) slots and the Zorro slots.
- ISA expansion boards like EGA/VGA graphics cards, LAN controllers, RAM expansions or SCSI host adapters are accessible under MS-DOS.
- Golden Gate's PC/AT RAM expansion can be configured to a max. of 16 MB (SIMMs). Up to 4 MB of this RAM are available under AmigaDOS. 512 KB RAM are already installed.
- Golden Gate uses RAM expansions and Commodore compatible hard disk subsystems in the Zorro slot.
- Golden Gate's IDE interface supports AT bus hard disk subsystems under MS-DOS.
- Golden Gate supports flicker fixing cards and accelerators.

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- Golden Gate integrates the internal and external 360 KB and 720 KB Amiga floppy disk drives.
- *With the optional 82077A floppy disk controller up to three internal and external HD floppy disk drives with 1,2 MB; 1,44 MB and 2,88 MB can be used.
- With a standard Amiga monitor and no further graphics card the following video emulations are available: CGA with 16 colours, EGA/VGA monochrome graphics, Hercules, Olivetti and ToshibaT3100.
- Windows 3 runs unrestrictedly in the enhanced 386 mode and the protected mode.
- Golden Gate runs fully as a task on the Amiga.

vortex

VORTEX COMPUTERSYSTEME GMBH
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- Golden Gate is compatible with Kickstart 1.3 and 2.0.
- With the optional 80C387SX arithmetic co-processor the performance can be increased.
- The Amiga mouse is emulated as a serial Microsoft mouse. The Amiga keyboard works as a PC keyboard.
- The serial interface can be used as COM1/COM2; the parallel interface as LPT1 under MS-DOS.
- Golden Gate offers sound, RTC and CMOS RAM.
- An external option connector for future expansions is integrated.

Yes, I would like to get more information about the vortex PC/AT emulators.

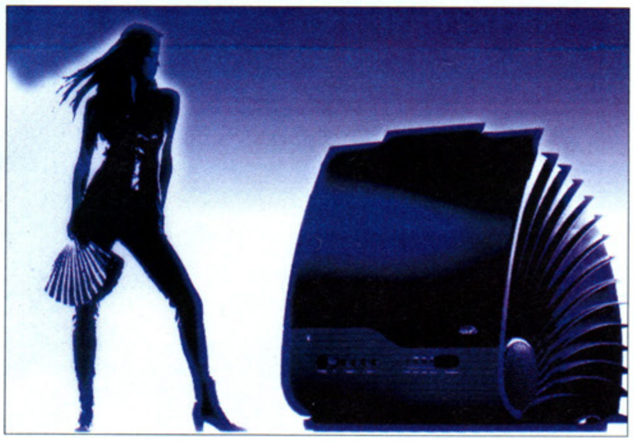
☐ 80286 ATonce   ☐ 80386SX Golden Gate

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Coming Contraptions

There's still plenty going on on the 'serious' front, with more and more interesting new releases flooding in all the time. Here's just some of the things you can expect to see reviewed over the next couple of months, introduced by **Damien Noonan.**

THE BOOK TV
PHILIPS VIA MOST DEALERS



The makers of the top non-Commodore monitor for the Amiga, the CM8833, also have fingers in almost every pie you could care to name in the consumer electronics business and are particularly interested in making TV sets that appeal to younger people and anyone who wants a bit more thought put into looks As luck would have it, they are now equipping these TVs with a SCART socket so that you can plug in your Amiga's RGB signal and use them as a monitor, which gives you better quality than going via a TV modulator.

Second in their 'Your TV' range, follow-up to that strange TV in a motorbike helmet thing they did, is the even more bizarre Book. It's got a smoked glass screen fronting a case that looks like the opened pages of a book being leafed through from cover to cover. Like it or loathe it, it's going to catch on in many a design-conscious household. We'll be taking a look at it and hopefully a couple of other monitor-as-TV possibilities next issue.

AVIDEO 24
CHECKMATE DIGITAL 071 923 0658

The French manufacturers Archos have bust the price barrier wide open on 24-bit graphics boards with the release of this extraordinarily high-value board. It comes complete with the excellent *TV Paint* 24-bit paint package, still the only one of its kind available for the Amiga. Again, we'll be going into more detail next issue.

IMAGE MASTER
ACS 089 687 583

This image processing program has been developed from the *Image Professional* software that was supplied with the HAM-E pseudo-24-bit system. At the time, we said that this was possibly the most astounding image processor available for the Amiga, but this stand-alone Amiga-compatible update takes it even further. The range of special effects available at the touch of a button is quite astonishing, allowing you to create all kinds of amazing images. Full review next ish.

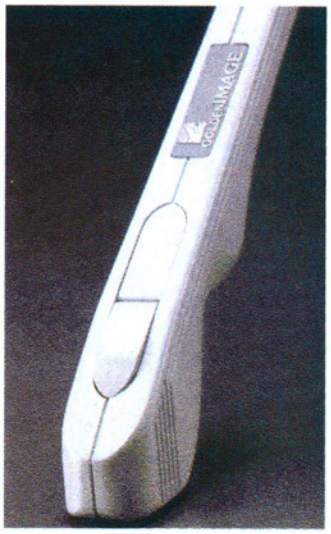
GVP A530 TURBO HD
SILICA 081 309 1111

Probably one of the most definite signs that the Amiga 500 is going to be around for a very long time, even if it has ceased production, is the increasing availability of the most extraordinarily powerful peripherals for it. Straight in near the top of this category comes the 68030 accelerator and hard drive combo for the A500 just released by GVP. Drives are available in anything up to an astonishing 240Mb, with the massively speedy 68030 unit built in to the hard drive case, so there is no complicated fiddling about to be done. All you need is the money!

FINAL COPY
SOFTWOOD

This is the follow-up to Pen Pal, the word processor with graphics supplied by Harwoods. It has been out for some time in the States, but is not quite ready for release over here just yet, In its native country it has received rave reviews and should be strong competition for the UK-developed Wordworth, from Digita. We understand that a new version of Kindwords is also on the way and looks excellent, too.

THE BRUSH MOUSE
GOLDEN IMAGE DISTRIBUTION GB
0772 203166



A new alternative to the mouse as an input device. This is obviously enough, designed to let you use the mouse in the way you are most used for writing and drawing - in the form of a pen. It seems like a remarkably sensible idea and could make a big difference as a back-up for artists, even if they are already used to a mouse. To see what I mean, try writing your name in *Deluxe Paint* using a mouse. Not easy!

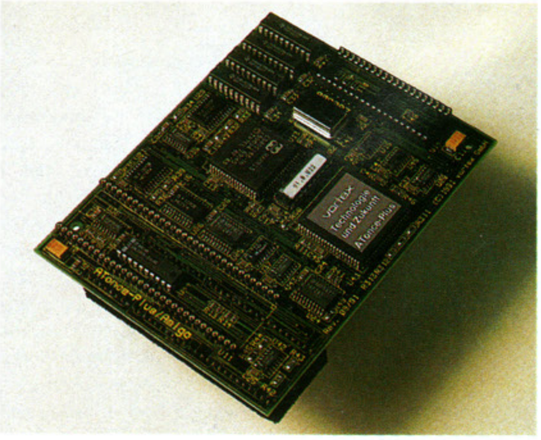
The basic principle is exactly the same as a mouse, except that the ball is much smaller and held, obviously enough, at the end of the pen-shaped device. The only reason something like this has not appeared before, presumably, is that the mechanics are somewhat tricky when you're dealing with a much smaller ball – translating movement is much more difficult. If Golden Image have cracked the problem, this should be pretty good.

PC EMULATORS MEET AGAIN

The war of the PC emulators is hotting up again, with the release of the latest version of one of the two top emulators looking likely to up the stakes for competition once more.

The Vortex ATonce Plus is not only compatible with the A500 Plus and the A2000 as well as the normal A500 but also claims to be 'the first AT emulator with efficient power for the Amiga". An extravagant claim eccentrically translated from the German though this may be, the emulator features an 80286 main CPU chip around which the PC system is based for full '286 PC emulation.

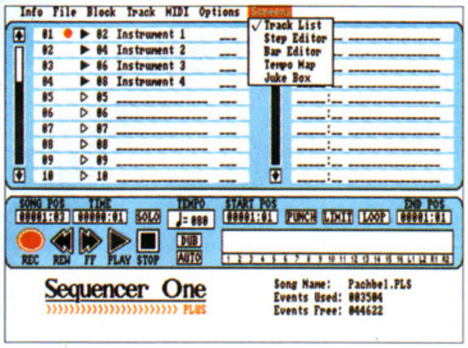
The Vortex ATonce is the main rival to the KCS PC Power board, which we also have here at ***AMIGA FORMAT*** HQ awaiting full test, so we'll be putting them head-to-head next month. We're also hoping to get hold of the new GVP PC emulator which is so compact it plugs into the mini-slot on recent GVP Series 2 HD8 hard drives.



The new Vortex ATonce Plus PC emulator is one of two major players competing in the market at the moment. We will be bringing you a full review, as well as an explanation of the benefits of PC compatibility, in next month's magazine.

SEQUENCER ONE PLUS

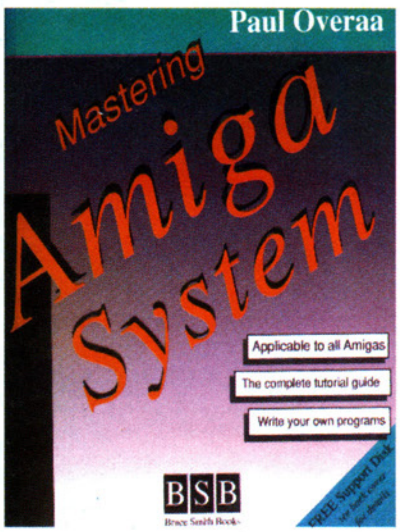
GAJITS 061 236 2515



This is the upgrade to the excellent entry-level sequencer program we gave away on the coverdisk of the Christmas special issue. The system has proved incredibly popular with readers, and so it seems about time we gave you a glimpse of what the upgrade can do, so we'll be giving it a full review in the next issue. It includes a new editing system and the 'juke box' screen to play tunes from, as well as a range of updated features. It is also available from our own mail order pages at a highly reduced price.

MASTERING AMIGA SYSTEM

BRUCE SMITH BOOKS 0923 894355

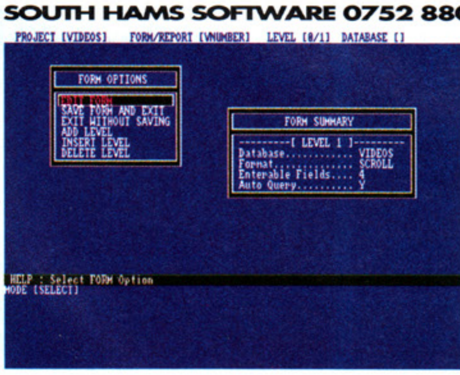


Written by Paul Overaa, a chap who has used his vast experience in coding to the benefit of ***AMIGA FORMAT*** readers back in the days when we had a bit more space for programming, this is the latest in the excellent range of specialist Amiga books from the Bruce Smith stable. Previous books in the range have drawn on the experience of ***AMIGA FORMAT*** contributors Mark Smiddy (*AmigaDOS Volumes 1 and 2*) and Phil South (*Amiga Beginners*).

This one covers every aspect of the complex Amiga system using examples of C code to support the theory, but it assumes no prior experience of operating system concepts. Subjects covered – I really ought to say 'are too numerous to mention' at this point – include memory management, multi-tasking, tasks and processes, and even full details of the blitter and the copper.

ORDER V2

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A refreshing new enterprise from a small business which has been set up by a programmer who has the confidence in his software to sell it commercially. This is a fully-featured relational database system, allowing the use of key fields to set up data analysis structures, multiple form levels so that you can access more than one database at a time, powerful filtering systems to seek out the entries you need and much more. All the technical jargon surrounding databases will be cut through in the review next month.

TEXTURE CITY

ACTIVA VIA SILICA 081 309 1111



A range of ready-made 24-bit textures for use in all kinds of graphics work but probably most useful for anyone designing DTV-style presentations and as wrap-on brushes for 3D work. Using this sort of thing makes it a good deal easier to get smart and sophisticated results. All images are full 24-bit PAL, stored in JPEG format for maximum economy of file sizes and there is also a decompressor to IFF included. There's an enormous range of textures as well as other images in the compete library, ranging from lizard skin to skies, rock, wood and bricks. You purchase different volumes according to your needs, so step one is to get the complete catalogue and fins out if there's something to suit you.

'Serious' reviews

This is the section of the magazine dedicated to bringing you honest and intelligent reviews of the latest 'serious' releases in hardware and software.

From expansions such as extra memory and hard drives through to useful, practical utilities to the latest in 'productivity' (DTP, databases) and 'creativity' (paint, animation, 3D, digitisers and music) software, it's all in here.

Two years running, *Amiga Format* has been voted by computer retailers as the magazine that they most trust when they're deciding what to stock, so you can see that we're the people best placed to advise you on what to buy. With our expert knowledge, we know what's the best program to date for any particular kind of job, and we'll see how anything new stacks up against the best in the business.

Contents

There's an astonishing mix of reviews on the menu this month, so prepare your tastebuds for a real delight.

How the Ratings System works

SPEED (marked out of 5) ●●●●●
Tremendously important for both hardware and software: there's nothing more annoying than waiting. A purely intuitive judgement.

DOCUMENTATION (out of 5) ●●●●●
Although there are some packages that are so simple no manual is needed, complex items benefit hugely from a good explanation.

ACCESSIBILITY (out of 5) ●●●●●
The target for all good software should be powerful but simple: this rating assesses how easy it is to get to grips with the item.

FEATURES (out of 5) ●●●●●
Does it do what you want it to do? How well does it do it? And does it also do lots of other things that you'd never have thought of?

VALUE (out of 5) ●●●●●
A pretty important rating, this one: if a package does everything you could wish for, it's no use to you unless you can afford to buy it.

AMIGA Verdict FORMAT

The Verdict, our at-a-glance overall rating, is a percentage: it's based on sheer quality but with the price taken into account, so that you know what kind of a deal you get.

THE COMPLETE COLOUR SOLUTION

As official dealers for Rombo, we are able to offer this excellent package at a great price. The complete colour solution comes with RGB splitter, Vidi Amiga, Vidi Chrome, power supply and Photon Paint.

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TAKE 2

Designed to be used in with a digitiser or as a stand alone program, this is latest animation package for the Amiga from Rombo. Features include load and save from D. Paint animations and IFF files. Supports HAM graphics.

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VIDI AMIGA

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RGB SPLITTER

Enables you to Colour Digitise in a second. Replaces red green blue filter set. Can be used with Digi view or Rombo products

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This is a low cost 8 bit, high spec. sampler that plugs into your printer port. Special effects include echo that can be added in real time, fully multitasking and easy to use.

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VXL 30 40Mhz EC...........only £369.99
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The VXL accelerator boards can also accept32 bit RAM to optimise performance. The superfast 32 bit RAM comes as a 2 MB or 8 Mb daughter board for the VXL.

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SOFTWARE

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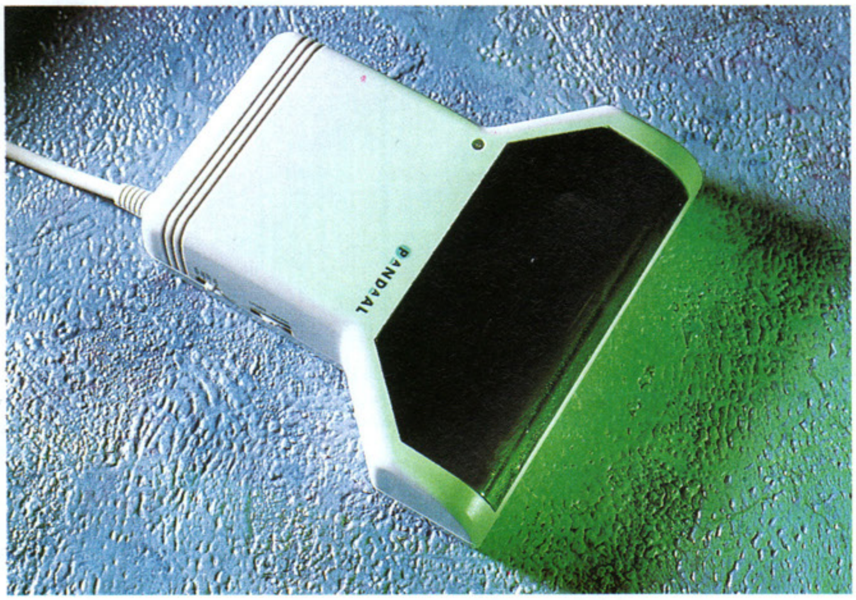
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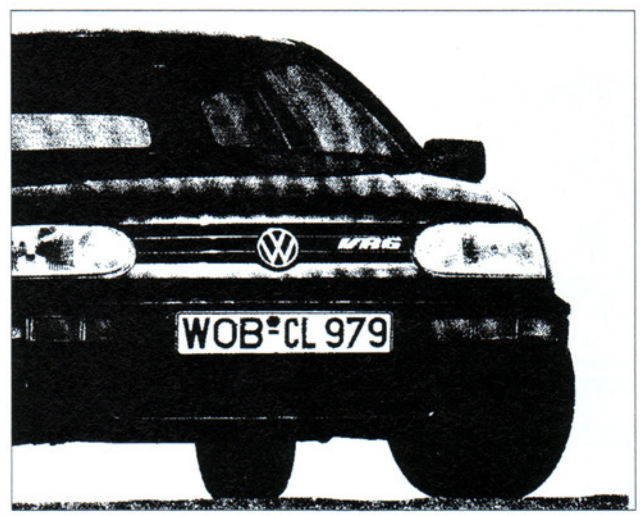
The battle of the h

Jason Holborn puts two hand-helds head-to-head in a final showdown. First up is Pandaal's contender, so if you need a cheap way of obtaining real-life pictures read on and end your dilemma.





The *DaataScan* scanner offers three halftone modes. Halftone mode three works best simply because the dots which it uses are the smallest.



Line art mode converts images into areas of either black or white with no attempt made to create the illusion of shading.



This is the third mode, grey scan, which gives you the best image of your Golf VR6. Now it's all ready to be crushed and recycled.

DaataScan Pro GS

Mono hand scanner ■ £109.95 ■

Pandaal Marketing 0234 843355

WHETHER YOU'RE A budding *ProPage* publishing baron or a *PageStream* parish news pundit, sooner or later you'll come to realise that owning a scanner can be a definite boon. Packages like *Deluxe Paint* and *ProDraw* are great for producing simple artwork from scratch, but if you want to include photographs or complex diagrams into your desktop publishing documents, then a hand scanner provides a quick-and-easy method of pulling in images with a minimal amount of fuss.

Simply by running the hand scanner across a picture you wish to scan, an image can be imported into your Amiga in a matter of seconds. It can then be saved off to disk as a standard IFF image, manipulated in *Deluxe Paint* if necessary and then pulled directly into desktop publishing packages such as *ProPage* or *PageStream* ready for printing, saving you time and reprographic costs in the process.

Pandaal's ***DaataScan*** hand scanner has been doing the rounds for just under a year now, during which time it has done extremely well thank you. The latest release, *DaataScan Pro GS*, is a software upgrade that adds support for grey scale (16 different shades of black, white and grey) images (hence the GS extension!) to an already impressive selection of scanning tools. Quite a few existing scanners already offer grey-scale support, so the *DaataScan* is still up against some stiff competition if it wishes to steal the hearts, minds and money of the DTP consumer.

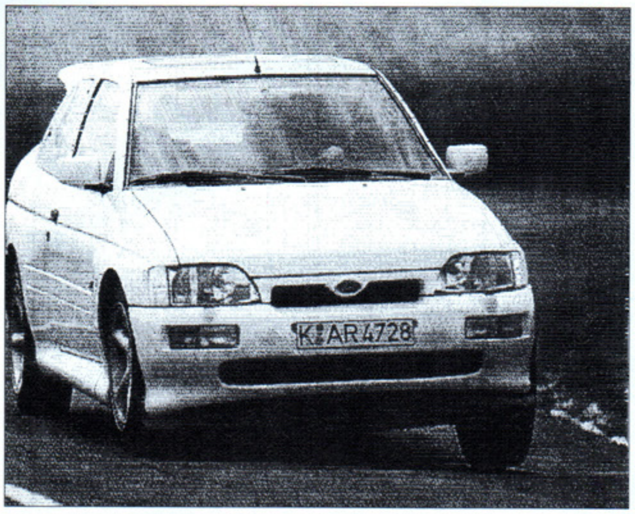
Like most scanner producers, *Pandaal* don't actually manufacturer the scanner hardware (or 'head' as it should be referred to) themselves. Instead, *DaataScan* uses the same generic scanning head as a number of other scanner vendors including Golden Image. It's still a pretty capable piece of hardware though – it offers a maximum scanning width of just over 10 cm (about 4 inches) with four resolution settings between 100 and 400 dpi (dots per inch) and four scan modes (one text, three dithered). Like a digitiser, you can also control the brightness of the scan using an adjusting wheel on the scanning hardware. All pretty standard stuff. Indeed, the only real difference between the *DaataScan* scanner and the rest of the competition is its interface hardware and the scanning software that drives it.

Inside the quite considerable *DaataScan* box you'll find a number of bits and bobs that must be connected together to get the scanner up and running. The first is the interface box which connects to the Amiga via the machine's parallel port. Some scanners use the A500's expansion slot which makes them useless on the A1500 upwards, but thankfully *Pandaal* have made sure their scanner can be used on all Amigas without extra hardware. One surprising omission however is the lack of a printer passthru connector which basically means that you can't have a printer and *DaataScan* connected simultaneously. This really does need to be fixed.

Continued on Page 130

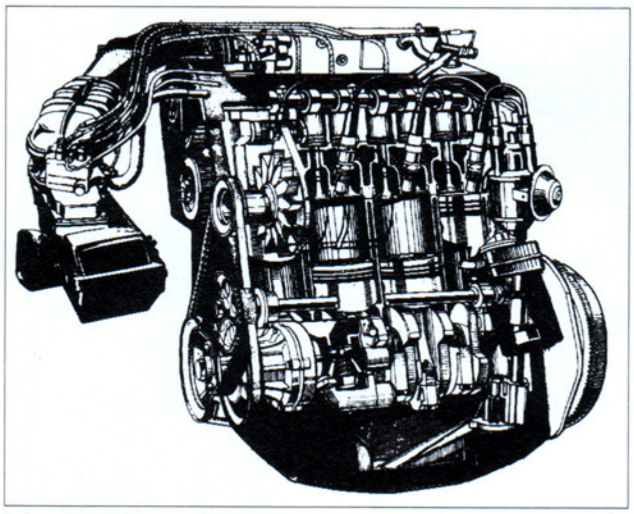
and held scanners

There's not much in this two-horse race and Power Computing's filly looks like the favourite, so before you go and buy a budget scanner for your DTP system read the definitive review first.

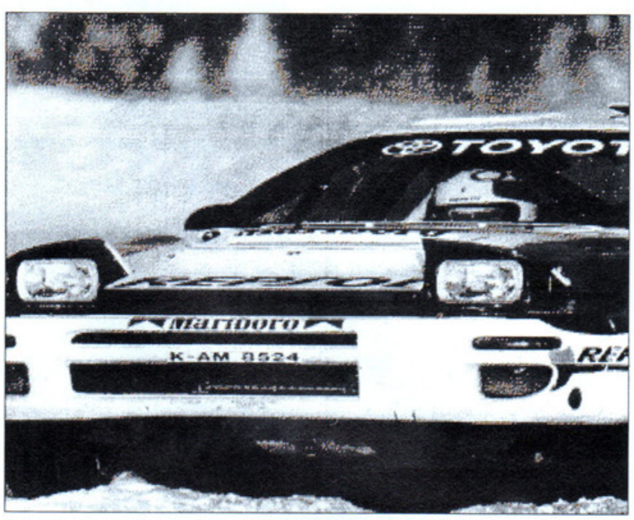


For mono DTP packages such as *PageSetter*, *PowerScan*'s halftone images are second to none.





Line-2art images are full of detail, so if you need top quality black-and-white images look no further.



As you can see, the quality of grey-scale images that the *Power Scanner* can produce is quite simply breathtaking.

Power Scanner 2

Mono Hand Scanner ■ £99 ■
Power Computing 0234 843388

HOT ON THE heels of Pandaal's *DaataScan* is the latest release of Power Computing's *PowerScan Professional* hand scanner. Like *DaataScan*, *PowerScan Pro* has been doing the rounds for a number of months now, during which time it has received rave reviews throughout the Amiga community. And now with the release of *PowerScan 2*, Power Computing has upped the stakes once again.

PowerScan 2 is very similar to *DaataScan*. Like most scanner vendors, both *Power Computing* and *Pandaal* don't actually produce the scanning hardware themselves. Indeed, the only difference between the two is the software that drives them and the interfacing hardware that is used to connect the scanning 'head' to the host computer. Like *DaataScan*, Power's scanner connects to the Amiga through the parallel port, allowing it to be used on virtually all Amiga models including both the new A600 and even the A3000.

One big advantage that the Power interface has over *DaataScan* is the fact that its interface boasts an all-important printer passthru connector, allowing both the scanner and your printer to be connected up and used without even having to switch between them. You do however have to keep the interface connected to the mains supply for the printer to work, but then this isn't too much of a problem and it most certainly won't damage your scanner.

Apart from a very pretty logo, the Power scanner head is exactly the same as the *DaataScan* unit. As a result, the specification is identical – boasting four scanning resolutions (100 through to 400 dpi), three half tone and one text scanning mode with full control over the brightness of scanned images, there's nothing to separate the two scanners here. Then again, it's hardly surprising when you consider that both companies use exactly the same make of scanner!

What really makes the Power scanner so impressive however is the quality of its software. Pandaal's driver software is really nothing more than a port from the ST that has been tidied up a bit to take advantage of the Amiga's Workbench, but Power have gone totally to town with driver software that has been written specifically for the Amiga. Most noteable is support for Workbench 2 and the new Enhanced Chip Set, something that is sadly lacking from Pandaal's software.

Screen mode support is one area where Power's new version 2 software really shines. Unlike Pandaal's software which can only be run in medium resolution, Power's software supports standard high resolution plus three new ECS screen modes – Super HiRes (1280 by 256 pixels), Super HiRes interlaced (1280 by 512) and (for those of you with multisyncs) Productivity mode (640 by 480). Super HiRes is usually pretty useless, but it really comes in to its own when used for viewing mono scans simply because it allows you to view such a large portion of a scan.

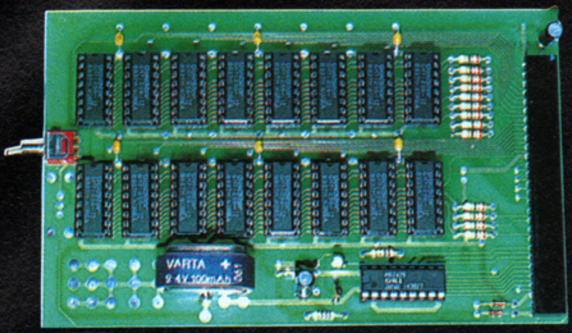
Continued on Page 131 ▸

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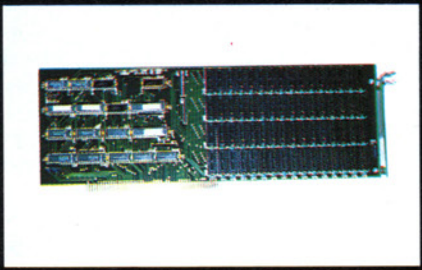
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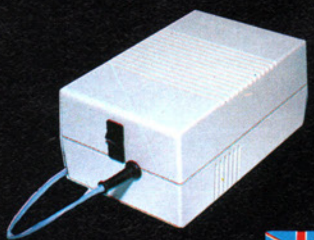


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Poking out of the back of the interface box are two connectors – a connector which is used to mate the interface with the scanner and a connector for a separate power supply (which is included) that must be used regardless of how beefy your power supply is.

Once everything is connected up, you can then boot up the *DaataScan* software and start scanning. Upon loading, you're presented with two largely blank windows and a strip of gadgets which run down the left-hand side of the screen. These gadgets provide you with a quick-and-easy method of initiating a few of the more common scanner operations: load and save a scan, scan to image window, scan to clipboard, scan to area, zoom and finally print (a rather silly option really when you consider that a printer can't be connected while the scanner is being used).

The first thing to do before embarking upon a scanning session is to set the size of the scanning page. Taking into consideration that the image that you are trying to scan cannot be any larger than 10 centimetres, you'll never really be able to scan an image that is wider than this. The scanner software gives you two preset page sizes – A4 and A5 – although it's not possible in practice to actually scan pages of A4 size. In theory, it should be possible to scan an A4 page in two vertical halves and then piece them together, but I'd be impressed if anyone managed to do this properly. I certainly couldn't!

Once the page size and scan resolution is set, you're ready to grab a scan. Select 'Scan' and the scanner lights up with a very nice green hue and you're ready to go. *DaataScan* is a real-time scanner which basically means that as you drag the scanner across the image you are making up the image; it is simultaneously displayed on-screen. This isn't just *Pandaal* showing off their programming skills either – it can be very useful for checking that you're scanning not only the right portion of the image but that the brightness setting is correct. In general, it's always worth knocking the brightness up a tad to stop the image from being too dark.

On the whole, the quality of scans is very good indeed, although *DaataScan* seems to corrupt images slightly when scanning at 400 dpi. Pandaal claim that the Amiga can't cope with such high-data transfer speeds, but I'm not convinced. After all, there are other scanners available that can handle the job without encountering such problems. To be honest though, 400 dpi mode is pretty useless. After all, what's the point in scanning at 400 dpi if you never need to print over 200 dpi?

Text mode is fine for scanning line art, but for colour images you need to switch to one of the scanner's three dither modes. The only difference between the three dither modes is the size of the dots that the dither patterns use. On the whole the smaller the dot, the more detail you get, but larger dots produce better overall images. One new feature of this latest release of *DaataScan* is the grey-scale conversion module which takes an image scanned using one of the three dither modes and converts it to a grey-scale image. Being a bit of a cynic at heart, I didn't expect this to work too well, but the results are surprisingly good and certainly rate alongside a decent, mono, digitised image.

Once the image has been scanned, the *DaataScan* gives you a fairly comprehensive selection of tools for cleaning it up to suit your requirements. Probably the most widely used is zoom mode which – not surprisingly – zooms in on an area of the scan that you choose and then allows you to edit the image on a pixel-by-pixel basis. Surprisingly though, there aren't any real drawing tools – you can only place or remove an individual pixel.

One very powerful feature of *DaataScan* is its clipboard facility which allows you to cut out any rectangular section from a scan and then apply a number of image-manipulation tools to it. You can, for example, rotate the image 90 per cent or resize it to your heart's content. These 'clips' can then be saved out individually, allowing you to isolate sections from a much larger scan, therefore saving a considerable amount of disk space.

I must admit that I wasn't overly convinced by *DaataScan*'s scan manipulation tools. Considering the fact that *Deluxe Paint* can't always handle larger scan files, *DaataScan* should deliver far more paint package-like features. As it is, touching up a scanned image can take a very long time simply because of the size of the scans. At the very least, it would have been nice to have seen a couple of basic drawing tools such as line, box, circle, fill and airbrush with both large and small brushes. Something for version three of *DaataScan* perhaps?

Having used a number of hand scanners, I have to admit that I'm very impressed by *DaataScan*. Now that it offers grey-scale support, it's the ideal tool for quick-and-easy importation of mono artwork for a diverse range of applications; from DTP to animation and even desktop video. The only complaint that I have with *DaataScan* is the problem I encountered with 400 dpi scans. If Pandaal were to clear this up, *DaataScan* would be virtually perfect. Gripes aside though, I'd still recommend it wholeheartedly.

DaataScan Pro GS

SPEED ●●●
Daatascan operates at a respectable speed, though some operations can leave you waiting.

DOCUMENTATION ●●●
All the information you nedd to know is there although some explanations are a little vague.

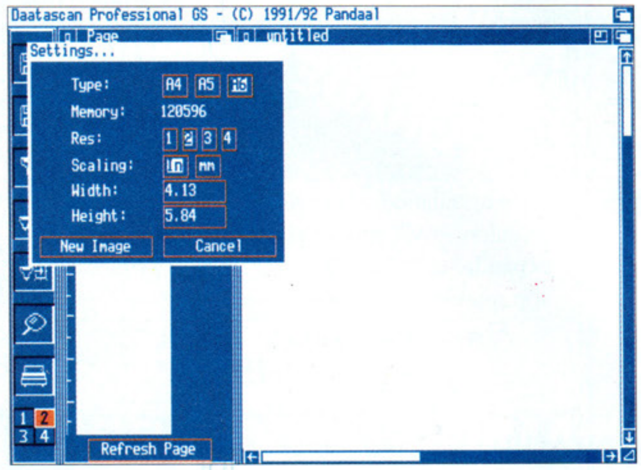
ACCESSIBILITY ●●●●
Plug it in, boot up the software, press F1 and you're scanning – it really is that simple!

FEATURES ●●
Scan manipulation tools are a little limited to say the least.

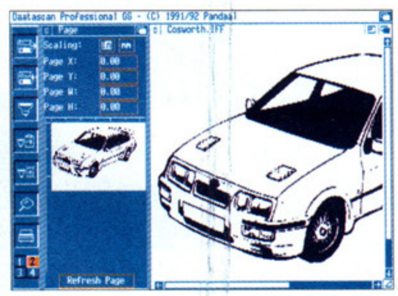
VALUE ●●●
Cheap for a hand scanner, but the Power scanner is £30 cheaper and performs a lot better.

AMIGA FORMAT Verdict **75%**

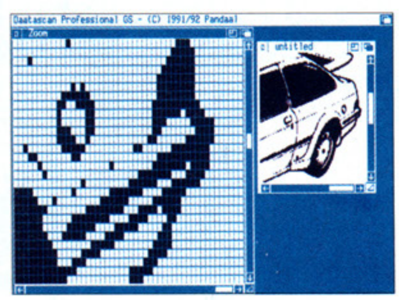
SCANNING WITH PANDAAL



Before scanning any image, the first thing to do is to tell the scanner the dimensions of the area to be scanned. Although it is theoretically possible to handle larger scans, the maximum width of any scan cannot exceed 10 centimetres.



When you press F1 then *DaataScan* starts to scan in real time. By pressing the scan button on the hand scanner and dragging the scanner across the image, the scan will be brought into memory and then it's displayed on-screen.



If you only need a small section of a scan, you can isolate it by dragging out a rectangle around it. If it needs touching up, you can then zoom in and edit it at a pixel-by-pixel basis.



Once the scan meets your requirements, it can then be saved out to disk and pulled into your DTP program. As the cliché goes: "Here's one I prepared earlier!"

Booting up the *PowerScan* software, you're presented with a rather bland looking screen containing nothing more than a few lines of text revealing the brains behind PowerScan and a block of eight rather small icons that live in the top right-hand corner of the screen. Virtually all of the scanner's functions can be accessed via pull-down menus, but to make things easier, Power have built all these functions into an icon-based hierarchical menu structure that is friendlier and easier to use.

Power have grouped together all of the scanner functions into specific groups which are accessed by clicking on the appropriate icon. There's an icon for accessing the scanning operations, another for loading and saving scans and another for drawing operations etc. You often find yourself having to click several icons to access the function that you want, but this soon becomes second nature and you'll find yourself flicking through the menus to find the operation that you want without even thinking about it.

Obviously the first thing you'll want to do is to grab a scan. After entering the appropriate icon block, a single click on the 'Scan' icon brings up a requester which allows you to set the size of the scan and the resolution (expressed in dpi) that is to be used. Unlike the Pandaal unit, there's no need to manually tell the scanner software the dpi setting on the scanner hardware. Instead, *PowerScan* automatically reads the dpi setting from the scanner itself and sets the scanning resolution accordingly. Even if you change the scanner's dpi setting whilst the requester is still on the screen, click once on the resolution button and *PowerScan* re-reads the dpi setting from the scanner. Very nice.

Once you're happy with the scan setup, click on 'Go' and scanning commences. Like *DaataScan*, *PowerScan* is a real-time scanner which basically means that it too builds up your scan on-screen as you drag the scanner across the image that you're scanning. Unlike *DaataScan* though, *PowerScan* doesn't wrap around to the top of the screen once the scan reaches the bottom. Instead, the screen continuously scrolls smoothly upwards until the entire scan area has been grabbed.

Once a scan has been grabbed, you're then transferred back to the main screen and the scan is then displayed in the full screen area. Obviously if you've grabbed a large 400 dpi image, you won't be able to view the entire scan on-screen at once. If your machine is equipped with Workbench 2.0 and AutoScroll is turned on within Preferences, you can scroll around the scan area simply by moving the mouse to the screen boundaries. For 1.3-based Amigas though, you can move around the scan using the cursor keys or via a *ProPage*-like proportional gadget.

PowerScan provides a fairly comprehensive selection of image-processing tools that give you the power to manipulate images on a global scale. *Art Department* it may not be, but the tools on offer are fairly powerful nonetheless. You can flip scans, crop and rotate them, adjustment their brightness and even remove isolated pixels. The 'remove isolated pixels' is particularly important when scanning in 400 dpi mode because the *PowerScan* occasionally corrupts the image when scanning large areas in 400 dpi mode. This doesn't happen as frequently as DaataScan, but it can be annoying.

For touching up scans, *PowerScan* provides a healthy selection of *Deluxe Paint*-like drawing tools which can be used to touch up a scanned image if you don't own a conventional paint package. There's all the usual drawing tools that you'd expect to find including freehand, line, box, circle and polygon drawing modes available in both filled and outline forms. Although *PowerScan* also includes a zoom mode, this is restricted to freehand draw only which is rather limiting.

Like *DaataScan*, *PowerScan* includes an option to convert half-tone scans to grey scale images. Having used a couple of scanners that offer this option, I have to say I was impressed with *PowerScan*'s grey-scale support. Most scanners produce grey-scale images that look washed out, but *PowerScan*'s grey scales are full of contrast and detail. Indeed, they're probably some of the best grey-scale scans I have seen from a hand scanner and certainly compare well with grey-scale images produced by video digitisers like *DigiView*.

At the end of the day, the differences between hand scanners doesn't lie in the quality of the hardware, but the power of the software. From a hardware point of view, there's little to separate *PowerScan* from its rivals, but examine its software and you'll find a real wolf in sheep's clothing. The quality of its scans are second to none, especially when you start to play around with grey-scale images. *PowerScan* still occasionally corrupts 400 dpi scans, but then so does the majority of the competition.

PowerScan comes into its own, though, for raw editing power and its blindingly obvious ease of use. The *PowerScan* software has been written specifically for the Amiga and it really does show. Whereas *DaataScan*'s user interface often leaves you waiting, *PowerScan* rockets along at a formidable rate. If you're in the market for a hand scanner then forget the rest and get *PowerScan*. In terms of power and value for money, PowerScan is quite simply the best Amiga hand scanner available.

PowerScan Pro2

SPEED ●●●●●

Faster than a speeding bullet, *PowerScan*'s software is a wonderful piece of programming.

DOCUMENTATION ●●●

PowerScan's manual is a little brief in places, but you rarely need it, the software is so easy!

ACCESSIBILITY ●●●●

Who needs a manual when *PowerScan* is so easy to use!

FEATURES ●●●●

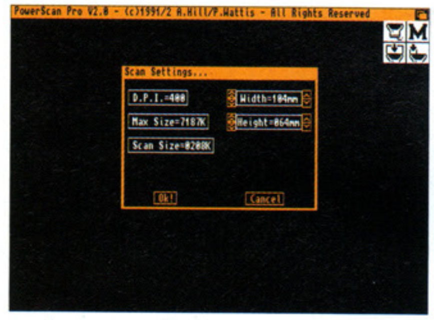
Zoom mode needs to be extended, but apart from that the software is packed with power.

VALUE ●●●●●

Not only one of the most capable hand scanners on the market, but it is also one of the cheapest!

AMIGA GOLD FORMAT **90%**

HIGH-POWER SCANNING



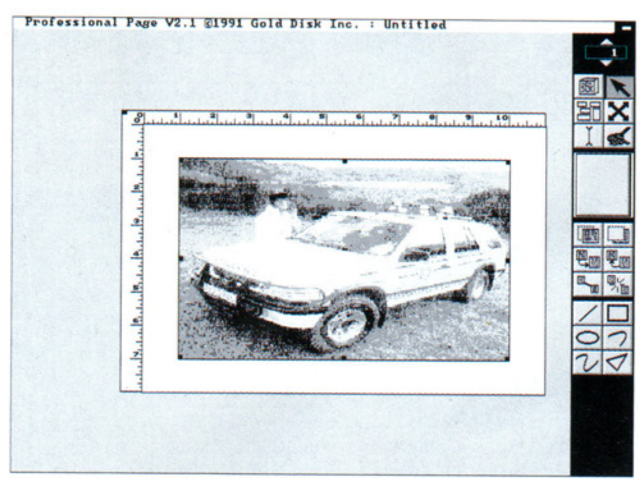
With the *PowerScan* software booted up, all you have to do is a single click on the 'Scan' gadget which then presents you with a requester that is used to set the scan dimensions and scan resolution. Click on 'Go' and you're ready to start scanning.



Now that we have our scan in memory, it can be tidied up using *PowerScan*'s comprehensive selection of image processing and drawing tools. OK it might not exactly be *Deluxe Paint*, but all the basic tools are there nonetheless.



Select 'Convert to GreyScale' and PowerScan automatically converts your black and white scan to 16 shades of grey. If you're not entirely satisfied with the results, you can still edit the image using the same *PowerScan* drawing and image processing tools. Alternatively, scans can easily be loaded into any standard paint package including *Deluxe Paint*.



Save the image out to disk, boot up your DTP program and you're in business! *PowerScan* saves out images in standard IFF format, so they can be used in anything from *ProPage* to *Deluxe Paint*.



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Compilations are rife in games software. Now here's a digitiser, a paint program and a presentation system all in one. Is it an integrated package or a clever marketing ploy? **Jason Holborn** investigates.

MediaStation

Presentation Package ■ £159.95 ■ NewTek



With a good mono video camera and some decent lighting, *DigiView* is capable of great things.

WHAT DO YOU GET when you combine a market-leading video digitiser with two equally well-endowed software packages? You get NewTek's *MediaStation* bundle, that's what! Designed with desktop video and presentation users in mind, it manages to combine NewTek's highly-successful *DigiView Gold 4* video digitiser with its HAM paint package *DigiPaint 3* and *Elan Performer 2*, the latest release of one of the most powerful presentation packages available.

None of the packages that are included in NewTek's compilation are particularly new, but the genius behind *MediaStation* is the way that they have been brought together to form a virtually seamless whole. What's more with a price tag of just £160, purchasing the *MediaStation* not only gives you some of the best video-and-presentation tools available, but it's a bit of a bargain as well.

The heart of *MediaStation* is NewTek's famed *DigiView Gold* version 4, a fine little slow-scan digitiser that we reviewed way back in Issue 9 of **AMIGA FORMAT**. For those of you who haven't had the pleasure of using *DigiView*, it consists of a small black box that plugs into the parallel port of the Amiga. What is so surprising about *DigiView* is its shear size or – to be more precise – total lack of it. If you rested a cigarette packet on top of *DigiView* you could quite easily lose it!

DigiView can take its input from any standard composite signal which is fed into the digitiser via a phono connector at the rear of the unit. This can come from just about any device that outputs a composite signal including video cameras and recorders, although a mono video camera will definitely give you the best results. One thing that it doesn't like, though, is a real-time colour signal, so to get the best results from a colour source, you'll need an RGB splitter.

DigiView can digitise images in just about every Amiga screen resolution available, although the new ECS screen modes are not currently supported. Screen modes supported, though, include low, medium and high resolution with overscan. Version 4 of *DigiPaint* also adds a new and very unique screen mode to the Amiga – Dynamic HiRes. Put simply, Dynamic HiRes uses the Amiga's copper graphics co-processor to allow a full 4,096 colours to be displayed on-screen at once within a high-resolution display. The quality of Dynamic HiRes images has to be seen to be believed – they are simply the most breathtaking images ever seen on a standard Amiga.

MEDIASTATION is available from Silica Systems 081-309 1111

Although *DigiView* takes a mono video signal as its input, colour images with a maximum of 2.1 million colours can be produced using the now familiar system of colour filters which are included with the package. To produce a colour image, it is necessary to grab three exposures of an image – one red, one green and one blue – and then combine these together using the digitising software to form the final image.

The *DigiView* software not only allows you to grab images, but also doubles up as a very powerful image-processing package that allows you to fine tune images to meet your requirements. You can alter the brightness, contrast and red, green and blue colour content of an image simply by altering a number of slider gadgets.



Without an RGB splitter, only mono artwork can be grabbed from a video recorder....



DigiPaint's powerful 'colorize' function will allow you to add colour with ease.

Once you've got a digitised image, it can then be brought across for further work into *DigiPaint 3*, NewTek's critically acclaimed HAM-only paint package. *DigiPaint* is the perfect tool for touching up digitised artwork, indeed this is probably the application that it is best suited. *DigiPaint 3* has never really been a particularly good package for creating artwork from scratch, due mainly to the lack of some quite basic tools such as a fill operation.

DigiPaint does excel though when touching up existing artwork. It offers an almost bewildering number of more exotic operations such as texture mapping and image wrapping.

One particularly useful feature is *DigiPaint*'s 'colorize' function which allows you to literally colour in grey-scale images. It's a little like the Half-Brite painting mode in *Deluxe Paint* – although the image itself remains unchanged, you can apply coloured tints over the top of shading, changing a range



of greys to a range of colours that you choose. *DigiPaint 3* most certainly isn't in the same league as *Deluxe Paint 4* for shear painting power, but it has one major advantage over *Deluxe Paint*'s HAM mode that makes it an absolute joy to use. That is, it's very fast indeed. Having suffered *Deluxe Paint*'s appallingly slow HAM mode, the speed at which *DigiPaint* can handle HAM comes as an absolute breath of fresh air.

Finally, we have *Elan Performer 2.0*, a package that is not native to NewTek's Kansas-based development centre. Originally developed by Elan Design, NewTek have since taken the package are now marketing it as a NewTek product.

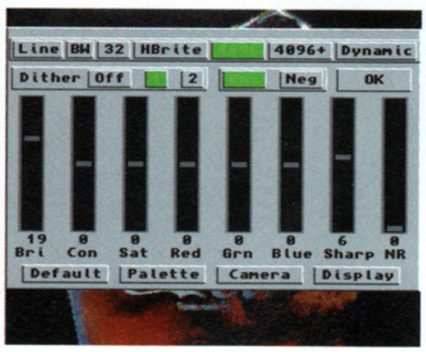
Performer is a very powerful, yet incredibly simple to use, presentation program that allows you to display both static images and animations just by assigning each 'event' (a single image or animation) to a key on the Amiga's keyboard. It also supports all the standard Amiga screen modes and can even handle *DigiView* 21-bit RGB and IFF 24 files, although the images cannot be displayed in all their glory. Performer simply converts them to HAM mode before they are displayed.

Setting up a presentation within the program is very simple indeed. First off it shows you a display of the Amiga keyboard with a number of file operation gadgets running along the top of the screen. To assign an event to a key, you first load the image or animation

THE ALL-IN-ONE MEDIA PACKAGE



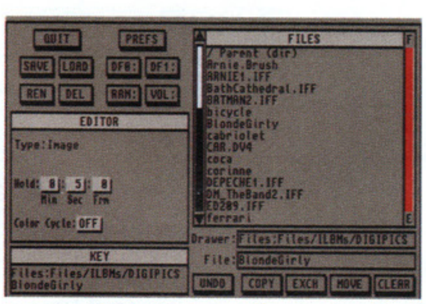
Before a *MediaStation* presentation can be pulled together, the first step is to get some raw display materials. Using *DigiView*, you can grab a digitised image direct from video tape or (better still) from real life using a mono video camera.



If the image you've chosen doesn't quite suit your needs, it can be tidied up within *DigiView* using its powerful image-processing controls. These controls allow you to alter an image's brightness, control and colour content.



***DigiPaint* can then be brought in to tidy up the image still further or to create new artwork from scratch. *Deluxe Paint 4* it may not be, but it's still a very capable package for working on existing artwork.**



Finally, the artwork that you have produced can be pulled together to form a presentation using *Elan Performer*. Each image (or even animations) is assigned to a key on the Amiga keyboard. To view your finished presentation, you simply press each key to bring up the image or animation that you have assigned. As easy as one, two, three!

into memory and *Performer* asks you which key you wish the event to be assigned to. A single click on the on-screen keyboard and the event is then assigned. At this point you can fine tune the event – alter the playback speed of animations, determine how long an image is displayed etc.

Once all events are assigned, your presentation is started simply by pressing a key that has an event assigned to it. When an event is first displayed, there is a slight delay while the file is pulled in from disk, although the event is then buffered in memory so it can be accessed instantly the next time it is displayed.

To all intents and purposes, all three packages that make up *MediaStation* are still separate products in their own right – each has its own manual and comes on its own set of disks with no attempt made to disguise the fact that all three were once sold separately. Indeed, if it wasn't for the fact that I'm a very polite chap at heart, I'd swear blind that NewTek have done nothing more than to throw three off-the-shelf packages into a flashy box. But then, I wouldn't dare to make such an accusation...

One thing that does surprise me is the fact that NewTek have made no attempt to join the three packages together via a sort of global shell program. Instead they have relied almost entirely upon the Amiga's flexible IFF file standard to allow quick-and-easy porting of files back and forth between each program.

Some form of shell would have perhaps made *MediaStation* a far more integrated package, but then memory constraints probably resulted in that idea being thrown out of the window straightaway. As it is, you really need at least a megabyte to use any one of the three programs, so a completely integrated *MediaStation* would have required a beefy Amiga equipped with at least three megabytes of RAM. Each package must therefore be loaded separately and any files that you wish to share between them saved out to disk first.

At the end of the day, although *MediaStation* may not offer anything particularly new, it does serve as a fine example of good marketing at work. If you're after a system that can digitise, paint and present, then you'll find none better than *MediaStation*.

MediaStation

SPEED ●●●●
MediaStation never leaves you waiting. To call it zippy would be an understatement!

DOCUMENTATION ●●●●
Everything you need to know to get up and running is there in plain English.

ACCESSIBILITY ●●●●●
The digitiser has outrageous system requirements, apart from that it's all pretty.

FEATURES ●●●●
DigiView is starting to show its age a bit, but all together, *MediaStation* is a very capable system.

VALUE ●●●●●
£150 for a digitiser, paint package and presentation program certainly can't be snuffed at!

AMIGA Verdict FORMAT **86%**

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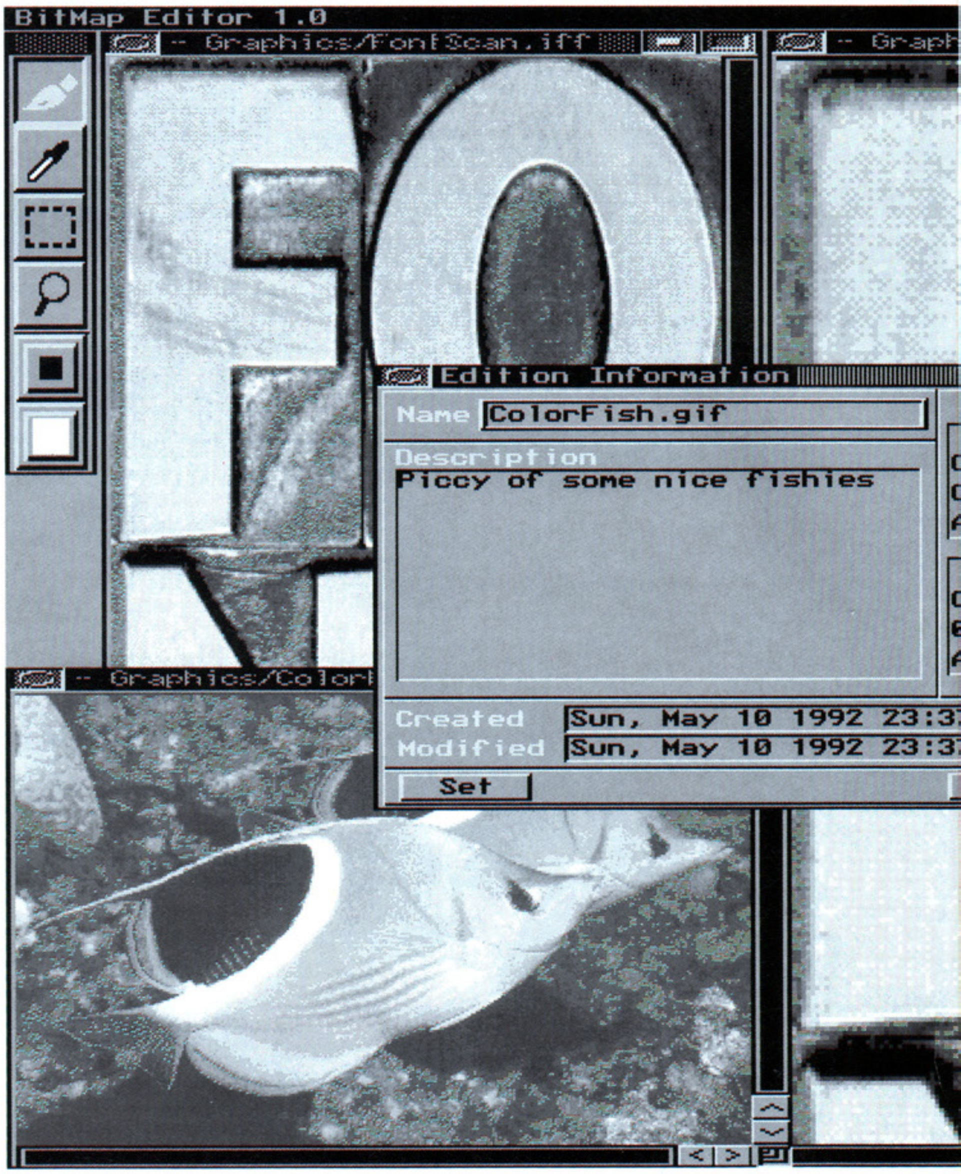
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Here's a set of utilities that can save you time when using the PageStream DTP system. Hotlinks will let you edit text, touch-up 24-bit graphics in separate programs and then export them onto your final page. Over to **Asam Ahmad** who tells you how it's done.

HotLinks Editions

DTP Utilities ■ £69.95 ■ Soft Logik



BME, Bitmap Editor, is one of two applications in Hotlinks Editions. This one is used to edit pictures: the other, Page Liner, is a word processor. What makes both special is that the use of Hotlinks allows them to work on pictures and text even while a DTP program is making use of the very same pictures and text. Clever stuff!

WHAT *HOTLINKS* CONSISTS of is a suite of programs from Soft Logik, the team that brought us *PageStream*, the most complete desktop publishing program yet. There are three programs altogether, the main two being *PageLiner*, a word/text processor, and *BME*, a bitmap drawing program mainly designed for touching up graphic images. The third program is *HotLinks* itself, the workhorse that gels the above two programs to *PageStream*, or indeed any other *HotLinks* compatible application, together to form an integrated user-friendly system of programs.

PageLiner is a text processor rather than a full-blown word processor, whose main aim is to provide the facility to produce documents quickly and easily. It has all the features you would expect from any text processor, plus a few extras, mainly to do with its *HotLinks* inherent abilities. Apart from its Publish/Subscribe functions, it has a Style Tag function. In conjunction with *PageStream*, this allows you to set a tag (a description of how the text should appear) by simply selecting it from the Text/Tags menu. There is only one problem with this, and that is that the tags can only be defined in *PageStream*, and the definitions have to be imported into *PageLiner* before use. *PageLiner* is designed primarily for the preparation of data for *HotLinks*, and it shows. The idea is that after the raw text has been created, it is Published and then Subscribed to by *PageStream* for laying out. This means that apart from the basic cut/paste find/replace functions and a look-up dictionary, there is little actual text control available.

For example there is no way of changing the paragraph formatting from within *PageLiner* – it has to be done through *PageStream*. This is fine if you are using *PageStream* all the time, but it would have been nice to be able to format your text before making a hard copy directly from *PageLiner*.

Apart from those niggles, the program works very well, with the ability to run on any Public screen (for Workbench 2 only) and multiple document capability, as well as on-screen representation of font styles such as bold and italic. It also has the facility for entering extended characters (from the *PageStream* standard font map) not in the standard Amiga keyboard range. This is extremely useful for accessing special characters such as ligatures and accented characters, to make your documents look more professional when layed out.

The other main program in the package is *BitMap Editor* or *BME*. As its name suggests, it is designed primarily for editing and touching up graphics in either IFF format up to 24-bit planes or in the CompuServe standard GIF format. There are however limitations to this.

HOTLINKS EDITIONS is available from Silica 081-309 5000

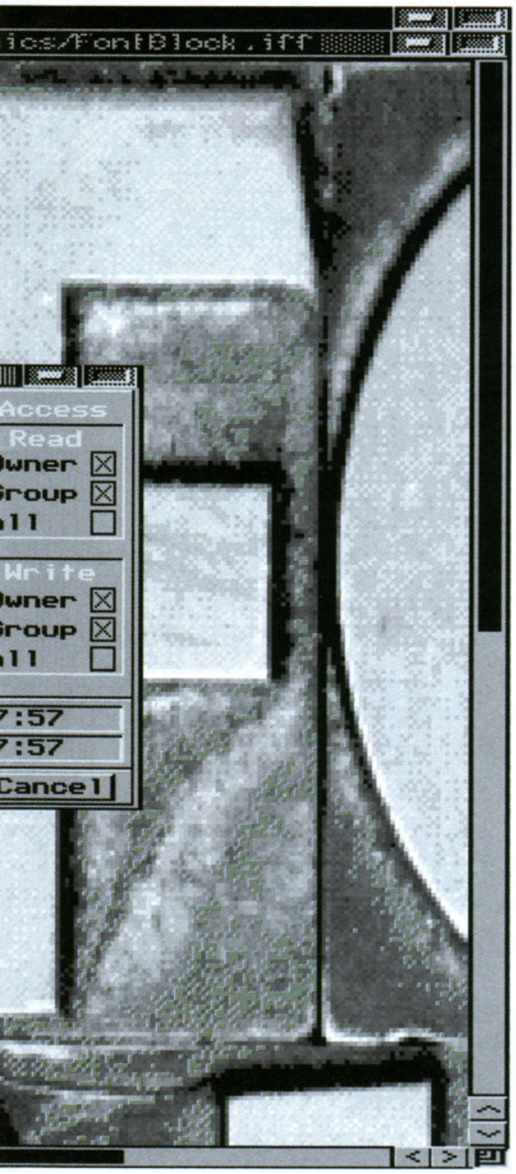
WHAT IS HOTLINKS?

One of the biggest problems with using different programs for doing different tasks is the lack of data compatibility. Each program stores its data in a format specific to that program and hence data produced by one program cannot be loaded into another unless the data is adapted or interpreted before use.

This is all very well, but this process of converting from one format to another can be a time-consuming business, especially for things like huge 24-bit graphic images, and you are also limited by the specifications of the data format you are converting to. But this is where *HotLinks* comes in. The *HotLinks* system helps solve this problem of data interchange by providing a standard platform where data is stored in a special format which can be accessed by any *HotLinks*-compatible program.

That is not all though. The system works like the Publish/Subscribe system operating system on the Apple Macintosh System 7 platform in that if, say, a letter is written in a word processor (in this case *PageLiner*) it is then 'Published' as an Edition into *HotLinks*. Now if you want to lay out your letter say in a DTP program (in this case *PageStream*) you simply 'subscribe' to the letter from *HotLinks*, and the data is imported directly to your page. This also works in the same way for graphics from *BME*.The best thing about this system, however, is the real time data exchange that HotLinks provides. This means that if you needed to change something in your letter, all you would need to do is change it in *PageLiner* and update the *HotLinks Edition*.

Then the next time you loaded *PageStream*, it would automatically have the revised Edition ready for laying out, without you having to re-import it. This can save a lot of time in making amendments, because the updates to all programs Subscribing to that specific piece of information are automatic. In fact if you have *PageStream* and *PageLiner* multitasking together, you can see the changes updated as soon as the new Edition has been re-published.



The Amiga cannot display 24-bit graphics using the standard hardware, let alone 256 colour GIF files. To overcome this problem, and to provide as accurate screen representation as possible, all the images are converted into 16-colour grey-scale images for editing. This in itself poses problems because several colours in the same region of the spectrum will have the same grey value attached to them, which means that choosing the exact colour you want could be hard.

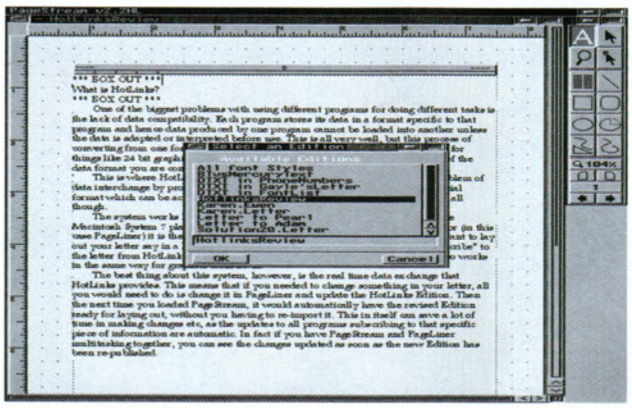
Soft Logik have done their best to get around this by actually showing the current colour selected (the best shade from its 4,096 colour palette) in a little box at the bottom of the tool box, and it is used to 'paint with' using variable size brushes. Once you get used to this system, it is pretty straightforward and easy to use, but I would not recommend it for trying to create pictures, it is best suited for just editing. It is ideal for touching up scanned images, as it is able to load files of up to 32768 by 32768 pixels, memory permitting. However it has just the basic features for picture manipulation, with a simple brush-style area transfer function and cropping facilities.

When you include the facilities *HotLinks* provides with those of *PageStream*, you have

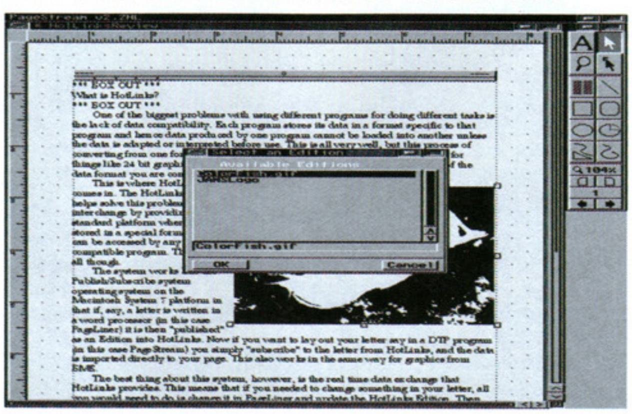
THAT CLEVER HOTLINKS SYSTEM...



The idea of *Hotlinks* is that you can use files that are being worked on by other people in other applications. Here, we're writing copy in the Hotlinks word processor, *PageLiner*. As soon as it is written, it is time to Publish it from the *HotLinks* menu. You can define access to the access level as well, to prevent unwanted persons from reading you data.



Meanwhile, the designer is laying out the page in *PageStream*, using an earlier version of the text the writer is still working on. As soon as the writer has finished and has Published his new version, the latest text is imported directly into *PageStream* without the designer having to ask for it. The *Hotlinks* system automatically keeps track of what files will want to know about new versions of other *Hotlinks* files.



What goes for text also goes for pictures. While the finished page is being worked on in *PageStream*, someone else has been editing and retouching a picture in the other *Hotlinks Editions* program, *BME* (*Bitmap Editor*). This, too, is published and automatically updated in the DTP document. For professional users working in a team, the time saving of not having to re-import text and pictures could be enormous.

one of the most powerful data-manipulation systems around. There is one more very important feature , and that has to do with its Data Exchange Protocol. What this means is that despite only being able to load IFF or GIF pictures, *BME* is able to edit bitmaps in any format that *PageStream* can understand.

How? Well *PageStream* can load in just about any picture or text format, with its abundance of import modules. If you wanted to edit either the picture or the text, you would simply Publish it from *PageStream* and Subscribe to it from *PageLiner* or *BME*. This in itself boosts the usefulness of the whole system. Separately, the *HotLinks* programs would not be up to much in a review, due to their lack of features. However, combined together with *HotLinks* and *PageStream*, you have a suite of programs that can be used to produce professional quality documents faster than ever before, with no need to worry about any data incompatibilities. *HotLinks* is something that the Amiga has been waiting for for a long while, to complement its inherent multitasking abilities.

Let's just hope other software developers jump on the bandwagon and start producing *HotLinks* compatible programs.

HOT FOR MORE

In the pipeline is *Art Expression*, a vector drawing program to provide easy creation and manipulation of drawings, with the *HotLinks* facility incorporated. *HotLinks* runs on single machine setups, but there will be a network version available soon for the exchange of data in real-time on as many computers as necessary. This will be handy for someone logging on to your network and automatically receiving the latest versions of files they need. Both the network and single-machine systems have the same password and log-in features, so published editions can be made available to specific users. Soft-Logik are releasing developers packs with the *HotLinks* Data Exchange Protocol specifications, so third-party developers can produce *HotLinks*-compatible programs to complement Soft-Logik's efforts.

HotLinks Editions

SPEED ●●●●
The whole system is very quick. *BME* can be a little slow at times though, with large images.

DOCUMENTATION ●●●●
Well laid-out high-quality manuals from the *PageStream* team.

ACCESSIBILITY ●●●●●
Extremely simple to setup, and so easy to use, with no messing around with files.

FEATURES ●●
Not too hot on this one. The programs tend to rely on *PageStream*'s abilities for full control.

VALUE ●●●
Only useful if you already own *PageStream*, but *HotLinks* on its own could become a big thing.

AMIGA FORMAT Verdict **73%**

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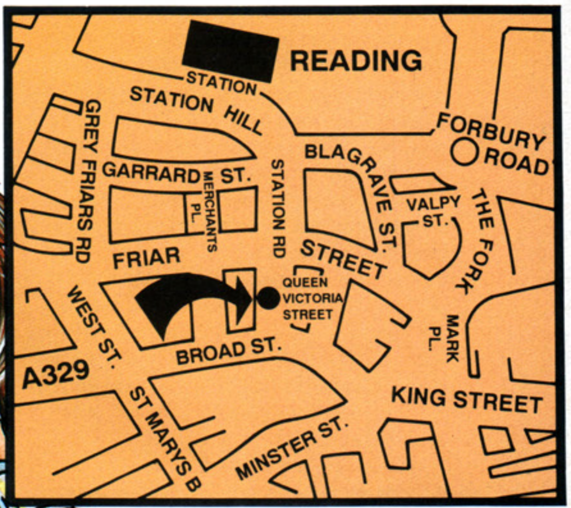
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So what is imag processing, any

Enthusiasts – swap file formats with ease! Professionals – touch up that scan for the perfect image! Artists – create weird and wonderful new images! **Damien Noonan** cuts the hype and explains what an image-processing package can do for you.

ONCE UPON A TIME, in a less sophisticated age, they used to have 'spot the difference' competitions in newspapers, where you had to find 10 changes that had been made to a line drawing by comparing two drawings. Nowadays, if you look in the colour magazine of some popular Sunday newspapers you'll see a spot the difference competition with a difference. Nowadays, instead of drawings they use two full-colour photographs.

You might not think the change to using photographs from line drawings is that significant, but it's evidence of the major step forward that computers have brought to any field in which pictures are used. Newspapers can now pick the gold watch off a TV star's wrist in a full-colour piccy and put new skin in its place, and you won't even notice the difference. Unless you've got the original picture there to compare it with, of course.

The same technology can be used for anything from perfectionism to wild creativity. For example, an ad agency designer has a photograph of a chap wearing a suit he wants to use, but there's a small blemish on the material of the suit. He can brush it out, using a portion of good material to cover it up. Or when the imagination of the designer runs riot, you might see a surfing kangaroo, or a car carved out of living rock, or even a flying pig…

'Retouching', the craft of taking out the blemishes for a perfect picture, and 'image composition' or 'compositing', the art of blending images together to make a collage or a weird image, are two of the most sophisticated uses for image processing. But there's a lot of mundane stuff that needs to be done, too.

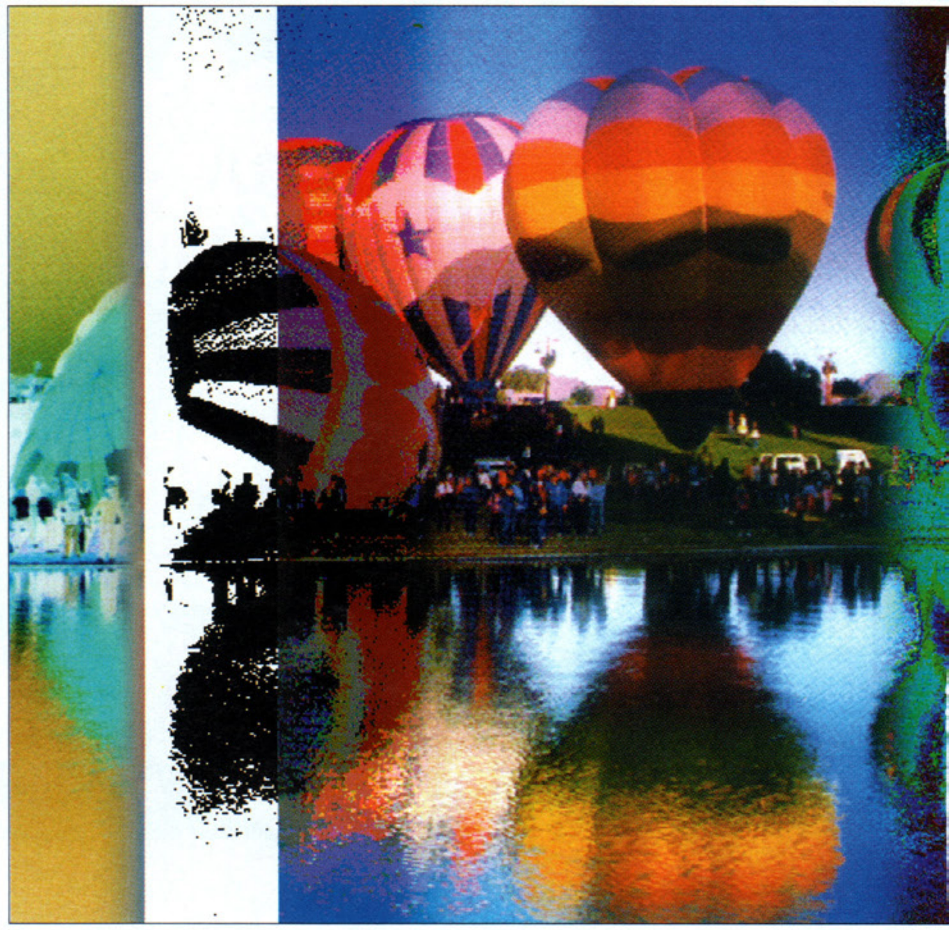
At its most basic, an image-processing program can be used simply to convert pictures from one format to another. We used to use the older-generation program *Pixmate* simply to convert pictures from HAM mode to 32 colours, so we could take something created in *Photon Paint* and use it in *Deluxe Paint*.

Nowadays, something that simple is less important as the trend grows for programs to be able to load and save in a variety of different formats. At last, in the form of *Deluxe Paint IV*, we have an Amiga paint program that can use any of the Amiga's graphics modes. Similarly, it can load ILBM format files from the IBM PC and compatibles range.

At the top end, professional 24-bit graphics, such flexibility is becoming increasingly important. You need to be able to transfer and use files from most of the popular designers' computers, including the PC, the Apple Macintosh and even the Sun workstation.

This works the other way round, too, with other computers now tending to accept Amiga IFFs. At ***AMIGA FORMAT***, we use the sophisticated Apple Macintosh image-processing program *Adobe Photoshop*, which can happily read and save Amiga IFF pictures.

Certain file formats already tend to dominate more than others, and there's an increasing move towards a number of standard formats that can be used across all computers. Hopefully as this trend continues there will be less fuss and bother involved in transferring images between machines and programs, but



This image has been well and truly processed. The effects have been applied on separate vertical sections of the image, they are, from left to right: Negative – making all the areas of the image their direct colour opposites; Line Art – removing the colour component and making the image very high contrast black and white; Posterize – limiting the number of colours in the image to give large flat areas of tone, like a poster; Equalise – changing the colour and brightness of the image with respect to the rest of the image, averaging the image; Normal – the image as God intended it; Mosaic – averaging small areas of colour to give a tiled effect; Edge Emphasis – strong colour transitions are detected and coloured with respect to the colours of the areas they form the boundaries of.

IMAGE COMPOSITION

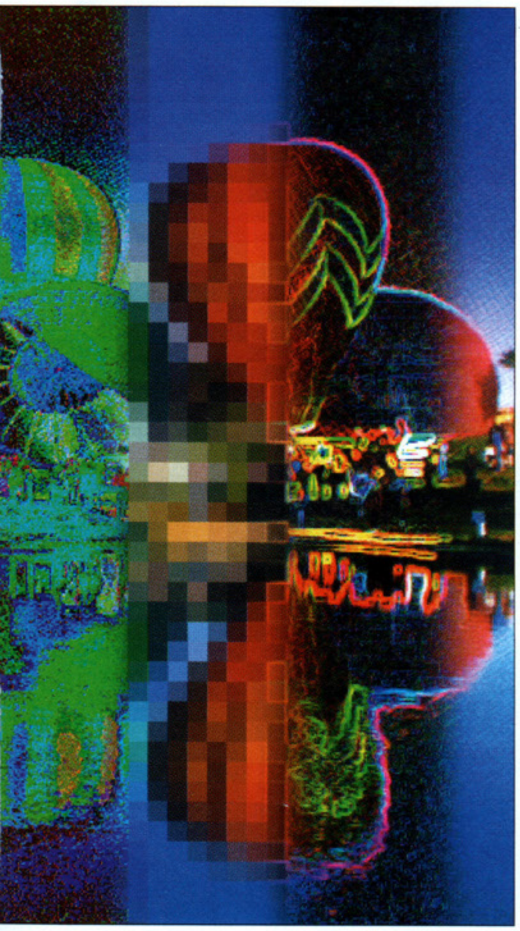




The third thing that image processing is used for is chopping images together to get interesting new effects (you can see the results on Page 49). This can be used simply to produce a complex collage, but with a little more subtlety you can make some very interesting things happen!

The key to slotting images together seamlessly, as we've done here, is that the edges must be blurred an blended automatically by the program. *Art Department Professional*, reviewed over the page, can now do this: provided you have the use of the Alpha channel facility.





SPECIAL EFFECTS

The second, and really the most important, function of image processing is to manipulate images at the press of a button. Often these manipulations will be purely functional; but a number are glitzy special effects, like these.

***Art Department Professional*, reviewed over the page in its latest version, doesn't have so many of these push-button special effects built in. Coming next month, however, is a new and highly promising competitor in the image processing field.**

It's called *Image Master* and it's an adaptation of the supremely excellent *Image Professional* software that comes with the *HAM-E*, pseudo-True-Colour system from Black Belt in America. We expect it to be excellent. In the meantime, here's a few of the special effects you can do with it.

THE IMPORTANCE OF FILE FORMATS

The first, and most practical, job of an image-processing program is that it must be able to load and save pictures in any number of different file formats, even those used by programs on other types of computer. Here's a brief guide to what we think are the most important 'foreign' file formats.

AMIGA IFF

The only real difference is how many bitplanes there are in the file (one to five, respectively). IFF stands for interchange file format. It is a standard that was established by Electronic Arts and Commodore in the very early days of the Amiga, and it's done a good job of standardising the computer's various paint programs.

AMIGA IFF – EHB

Just a 32-colour image, with an extra 32 added that are half the brightness of the original 32, hence the name.

An EHB image transferred to another computer is usually treated as a 32-colour image and the extra colours are just lost, so it's not too transferable.

AMIGA IFF – HAM

HAM is a cheat, allowing you to use all 4,096 colours from the standard Amiga palette. It works by calculating the value of a pixel as so many steps away from the last one, working from a base of 16 colours.

HAM is transferable to the 256 colour or greater formats used by other computers. It's useful to be able to reduce a HAM image to 32 colours, and loss in quality is surprisingly little for most images.

AMIGA 24-BIT

An adaptation of IFF for 24-bit has meant that there's a continuing and effective standard. If you're using an image buffer you'll need to check that that's supported, there's usually support for *HAM-E* and *DCTV* pseudo-24-bit too.

EPS

Encapsulated PostScript is a standard high-quality format for DTP pages and structured drawing images.

In theory EPS files should be transferable between any computer, but it's not always the case.

MACINTOSH PICT

Simply means 'picture' and is the standard Mac bitmap image file format. The vital one to have if you're working across both these machines. PICT2 is the compatible updated version.

PC TIFF

24-bit, 256-colour or grey-scale format used mostly by DTP and design systems, also common in scanning on the PC. More or less the standard for this kind of work. GIF is another important one and BMP, from Microsoft Windows, is also getting common.

PC PCX AND LBM

Both common 256-colour bitmap formats, as used by *Deluxe Paint* on the PC. These two should do you, but there's a proliferation of other file formats on the PC, most of which are dictated by the kind of operating system an individual machine is using.

If anyone has any advice or questions about using file formats that are alien to the Amiga, we'd be very pleased to hear from you. All you have to do is write to Workbench, *AMIGA FORMAT*, 30 Monmouth Street, Bath BA1 2BW.

...ge ...way?

for now it's a necessary part of any good program that it should have that flexibility.

While file transferring and translating are the necessary evils of image processing and image composition is the flashy artistic extra, the real meat and drink of image processing is... errm... processing images. Once you've loaded an image into your program, you can then take the data and mess around with it simply by pressing a button or two.

There are two main reasons why you would want to do this. Firstly, for very good practical reasons. Certain kinds of images, particularly scans, need certain kinds of preparation before they can be used. Secondly, for artistic effect. One of the easiest ways to get an exciting image is using some kind of artificial colouration to achieve weird and interesting effects.

Typical effects include solarising and colourising, which mimic the photographic processes of the same name to give weird areas of highly exaggerated colour. Another one you'll quite commonly see is the ability to turn an image into line art, tracing round areas of colour to produce a black-and-white line drawing. This can be extremely successful, but like many image processing operations, it's a bit hit-and-miss. But then, that's a great part of the fun of image processing; have a go and see what happens!

Image processing on the Amiga is still, in many ways, in its infancy. With the great change brought to Amiga graphics since 24-bit colour arrived, older image processing programs tend to have faded into obscurity.

Once upon a time we used to use a program called *Pixmate* a great deal, but we could equally well have used its rival, *The Butcher*. Now, both have been left behind by the advances in Amiga graphics. More importantly, perhaps, they are looking archaic as image processing in general moves on.

The older image-processing programs were like scientists' laboratories, full of incomprehensible jargon and technical trickery. Nowadays, image processing is being put into the hands of the artist and the designer. Inevitably, the route to follow will be that image-processing programs will become more like paint programs. For the moment, they still tend to be too much of a box of tricks: you can push the button and go, but working directly on the screen is still not where Amiga image processing is at.

Some day, there will be a powerful, professional version of *Deluxe Paint*. It will load and save in any Amiga file format, as well as those from any other type of computer. It will work in 24-bit, and also allow you to apply any of the image processing effects that are currently only available in a specialist program. And that's what we're really looking forward to.

Strangely enough, years ago Electronic Arts did a program called *Deluxe Photolab*. It worked in 21-bit, damned near to True Colour, and it was essentially a paint program but with full image processing facilities. It was exactly what we expect image-processing programs to be in a year or two's time, and yet it never really took off. Probably it was way ahead of its time. Is the time now right for a new version? We'll see...

Just as 24-bit 'true colour' arrived, along came an image-processing package that quickly proved it could cut the mustard. The latest version promises to be hotter than chilli sauce, so **Brian Larkman** tests the temperature…

Art Department Professional 2.1

Image Processing Package ■ £199.95 ■ ASDG



The figure originally had a hard edge that looked unreal against this background. To soften it an Alpha channel 'mask' was created. The figure was turned into a one colour profile and then the edge was reduced by six pixels. The six pixel band was replaced by a six stage ramp of darker Outlines, ending with black. In the Alpha Channel mix during the loading operation, black is completely transparent and white opaque.

IF YOU WANT a job done well, you need the right tools. One of the reasons *Art Department* has done so well is the clever way it provides the tools for all kinds of image processing. It's not so much one single tool as a toolbox into which you can put tools as you get them.

You can break the program into three main functions: it can load in a variety of formats, process data once it's loaded and then save in various formats. *The Art Department* itself is really the middle bit, sitting there like a big box full of 24-bit image data to which you can do whatever you want.

The loading and saving is handled by extra little program modules (loaders and savers) which convert the incoming data into the program's own 24-bit format so it's ready to be worked on and then converted back into whatever format you wish to save in.

The main difference with *Art Department Professional* is it includes most of the loaders and savers you're likely to need. It also has some useful new formats, such as JPEG, a highly-compressed format that saves disk space when using large 24-bit image files. It also includes a facility for applying image-processing effects to animations.

As a file conversion system it is second to none, on any platform. Just about every known image data type is available in the modular loaders and savers supplied with the program. It's becoming important for graphics users to be able to load and save in file formats used by other computers that are used with designers, and the program includes the standard file formats for Apple Macintosh, PC-compatible and Sun computers. It also offers several kinds of compressed file formats, such as TIFF LZW, BMP RLE and JPEG. Loaders also include Backdrop and Backline, both of which help produce smooth gradient backgrounds, and Clipboard and Screen, which enable you to load direct from the Amiga system.

One little-mentioned aspect is that it will let you control the *Professional Scanlab* hardware, supplied by ASDG, which lets you bring images in directly from a range of quality scanners, including the Sharp range. There's also support for some frame grabbers, including GVP's IV24. MacroSystems' excellent *V-Lab* grabber (standard for use with the Harlequin 24-bit card and it was reviewed last issue) will be supported in the next release.

The Saver modules provided will give you access to this wide range of image formats, plus it can save in display formats for almost all Amiga 24-bit display cards including Targa, A2410, Firecracker, DCTV, HAM-E, IV24 and ACS Harlequin. You can even print the image to a Postscript or a Preferences printer – the latter provides true 24-bit printing.

Considering the vast size of some 24-bit files the arrival of JPEG (Joint Photographic Expert Group) compression is the answer to a prayer. JPEG was intended to establish an all-computer format for highly compressed files and finally came up with a way of doing it last year. The compression achieved is usually incredibly massive, chopping down images of several megabytes to a few hundred kilobytes, but there is some loss in quality.

ADPRO 2.1 is available from Silica 081-309 5000

HOW TO IMAGE PROCESS WHOLE ANIMATIONS

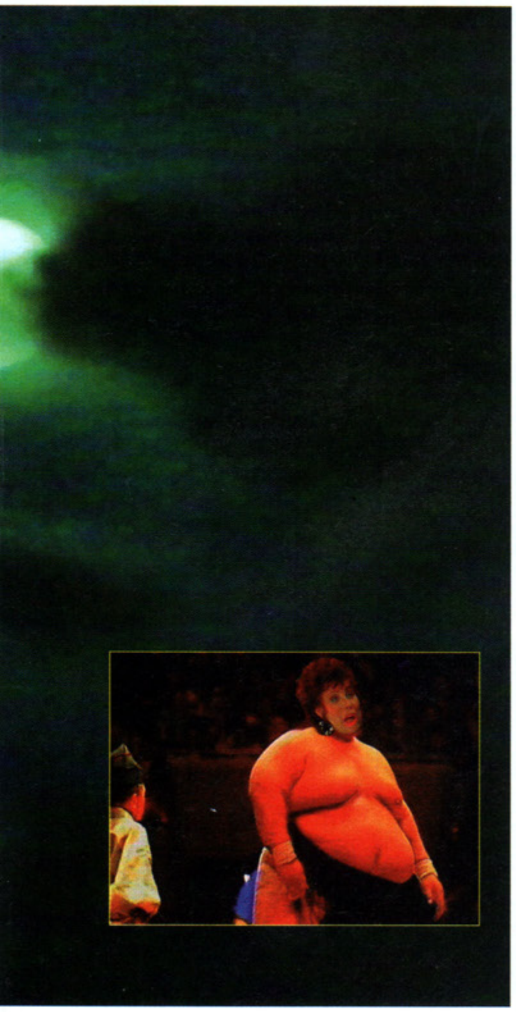




FRED is an accessory program to *Art Department Professional 2* – it can only work if *Art Dept* is also running – that lets you apply effects to whole animation sequences. In effect it uses the *Art Dept Pro* routines to carry out its processes via ARexx. An animation sequence is set up by opening a blank strip and inserting individual frames or whole strips of animations into it.

Each frame is represented by a little 'stamp' version and these can be selected individually or as ranges and cut and pasted. Any sequence can be animated and viewed in a small 'stamp' window, though it is only the stamps that are animating, not the full 24-bit files. You can make a transition from one existing sequence to another producing fades, rolls and other effects between single, still frames or animated sequences.

The full range of *Art Dept Pro* operations can be applied under AREXX script control so, for example, offsett, blur, colorize, mix, and size parameters could be progressively changed, frame-by-frame. This creates new, full-size images at the same resolution as the originals, as well as the 'stamps' representing them. Once the full sequence of images, ranges, transitions etc is assembled, the whole thing can be sent, frame-by-frame to videotape for full 24-bit animation. The whole system is very powerful, but because it depends on Arexx, it is not at all intuitive for the non-programmer. Ideally a visual, interactive system is required and rumour has it ASDG are working on just such a system.



It works by dividing up the pixels into an 8 x 8 matrix and looking in each block for patterns of colour. These are defined by codes in a 'look-up' table that take up less room than the 64 bits of data in the block. In practice, this means areas of detail can lose some colours.

ASDG's implementation of JPEG is efficient and easy to use, but it's not very user-friendly because until you have done the compression and decompression of an image you are not sure how much quality you will have lost. You can try a bit of trial and error, but you might have to do this afresh for every image you ever save, it's all a bit too much.

The situation could be improved if a small preview was possible. For example, the user could define a small area – say 64 x 64 pixels – where there is a lot of detail. The preview would compress and decompress that area, to three levels of compression, retaining the original for comparison. A magnify tool might also be provided to check for changes. A preview of this sort would be invaluable for all of the other image-changing tools in the program.

The most exciting developments in version 2 are the new operators. Operators allow you to process your data once it's been loaded, and now they deal with every aspect of image processing from Mirror Flips to complex Convolution Matrix Sharpening. The more obvious additions since the original version of the program are Blur, Colorize, DCTV, Deinterlace, Halve, Interlace, and Saturation.

NOW YOU SEE HER, AND THEN YOU DON'T



Median Filter is intended to remove the imperfections and irregularities from an image. If it is applied repeatedly, as with this figure, a soft focus effect is produced.



Although any image can be scaled to any degree with the Scale Operator, Halve is very much faster and produces an image size that is an ideal for CDTV.



The figure that is in both the following images is Alpha Channel mapped over a Colorized picture of a garden. Compare the two images.



The second picture has had the colours of the figure saturated and a 5 x 5 matrix Convolve operator has been used on the background giving a sharper but slightly unreal look.



Here the grey-scale image of Marlene Dietrich was used as a semi-opaque mask to determine the transparency of the foreground image, composited over the background. Black areas of the mask are dark, white areas show the masked image; a colorized version of the background. By lining up the two images, Marlene appears to be almost transparent and looks quite ethereal.



The artist, Endo, is shown here 'vignetted' into his work – Epitaph. The soft edge to the vignette was produced using the invaluable new Alpha Channel Loader.

Less obvious are Broadcast Limit (filtering the image so as to broadcast without colour smear), Convolve (analyse a 3 x 3 or 5 x 5 matrix of pixels in relation to the centre one, controlled sharpening, blurring and anti-aliasing), Median Filter (examining a matrix to remove artifacts; does a good soft focus).

The most important new operation is Alpha Channel. At first it seems to be just a way to mask data being loaded so that it fits into the form of another grey-scale image. In itself that can be spectacular, as the illustrations show, but as you play with it, other possibilities become apparent. A major problem with compositing is the edges of clips are very hard, so that they never quite blend into their background. Using the Alpha channel loader it is possible to soften the edges of any object.

The other important change to the processing is the introduction of Visual Operators. Where you used to type in numbers to do something, now you can use a more elegant and user-friendly hi-res WYSIWYG interface. You can see exactly what you're doing, working directly onto a grey-scale representation of the image. The Cropping, Tile, Text and Rectangle Operators are all 'visual', suggesting the future development of the program, hopefully starting with the main control panel.

At the centre of *Art Department Professional* is a single, lo-res, main control screen from which you choose the loaders, savers and operators you want to use and put them to work. This screen has hardly changed and it now looks crude, considering that this is what you'll spend most of your time staring at.

Ideally, a decent image-processing system should have its tools on the same screen as the images it is working on, like a paint program, changes being updated immediately and then undone if they are not quite correct. The Amiga's problem is it has many different screen display options, and with limited chip memory the norm for many users, a 'paint program' interface is a potentially slow option when processing vast 24-bit files.

It is, though, an amazingly useful and easy-to-use program. There's just one warning: the processes require vast files and therefore need all the memory and acceleration you can provide… and then more… and more…

Art Department Pro 2.1

SPEED ●●●
Even with a 33MHz 030 some functions are slow – but worth waiting for.

DOCUMENTATION ●●●
Very comprehensive with its information but a little dry at times.

ACCESSIBILITY ●●●●
Easy to use but previews of some of the effects would help greatly.

FEATURES ●●●●
Amazing range of loaders and savers. Lots more effects needed though.

VALUE ●●●●
Amazingly good, especially if you can find it at a discount price.

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Can the Amiga teach you how to paint?

Jason Holborn looks at a new educational tool.



The Art Tutor

Educational Program ■ £25 ■ CastleSoft

ANY NEWCOMER TO pixel painting will have already discovered that paint packages like *Deluxe Paint* won't turn you into a pixel Picasso overnight. Although painting with pixels is much faster and easier than 'real' art (not to mention cleaner!), no amount of fancy gradient fills and perspective mapping tools will turn you into a talented artist unless you possess some artistic know-how.

If CastleSoft are to be believed, their new *Art Tutor* could well be the package that will turn your *Deluxe Paint* creations into genuine works of art. Although even they admit that *The Art Tutor* won't suddenly transform you into a talented artist, the aim of the package is simple enough – like an interactive text book, it aims to teach you the basics that form the foundations of all art. What's more, because the art work many of the tutorials are based around have already been transferred to computer, you can use them as the basis of your own work.

The tutorials cover a wide range of artistic theory including perspective, landscapes, composition and design. There are also extra tutorials covering more specific subjects such as human anatomy, working with digitised images and even how to draw fantasy art work suitable for game title screens. Each tutorial takes the form of a sort of computerised book containing a number of illustrated 'pages'. Each 'book' takes you step-by-step through the fundamentals using a series of example images. Like a book, you progress through each tutorial by flicking between each page by pressing a series of on-screen gadgets.

The theory isn't just restricted to interactive tutorials though. Included with *The Art Tutor* is a sort of manual come exercise book that not only documents how to use the program, but also backs up much of the theory discussed within the main tutorials. One very nice addition to the manual is a set of exercises which are designed to test your understanding of what you have learned by putting all that theory into practice. Think of it as homework if you like!

Obviously to be able to practise your new found skills, you'll need a paint program. *Deluxe Paint* will do the job nicely if you have a copy, but for those of you that don't, CastleSoft have kindly included their own simple little paint package called *Level One*. But don't expect too much of *Level One* though – *Deluxe Paint* it most certainly isn't. Modelled around the ST paint package *Degas Elite*, *Level One* is a very simple paint package that includes all the tools you need to complete the tutorials but little else.

Level One unfortunately shows its ST origins rather a lot too – there's no pull down menus, no fancy *Deluxe Paint*-like icon strips and you're restricted to a measly 16 colours. Instead, every time you wish to select a new colour or function, you must toggle back and forth between the options screen and your pixellised canvas. As a beginners' package, Level One is competent enough, but don't expect it to fulfil all your painting needs in the future! As I said, *Deluxe Paint* it most certainly isn't.

Much of the artwork that the tutorials are based around also shows a distinct lack of subtle Amiga shading. As a result, although they may have looked rather nice on an ST, they're hardly the kind of works of art that you'd expect from the Amiga. Come on guys – porting spreadsheets and word processors is just about acceptable, but it's hardly acceptable to port artwork across unchanged!

So there we have it – the Amiga's first interactive art tutorial on a disk. To be perfectly honest though, I can't stop thinking that it's something of a missed opportunity. Sure, *The Art Tutor* covers its subject matter well enough, but it's just not interactive enough. In many respects, it really is no more interactive than a mouse-controlled slideshow program – you can flick backwards and forwards between pages, but that's about as interactive as things get. Don't get me wrong, what the tutorials cover is all good, solid learning material, but *The Art Tutor* is really no more effective a learning tool than a well illustrated book.

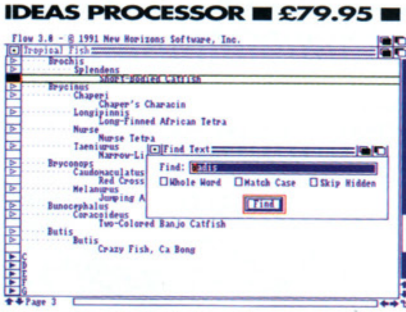
Gripes aside though, I have to say that I like the program. The subjects that it covers are discussed in some depth with plenty of example images and extra exercises. If CastleSoft had included the improvements that I've detailed, I would have had no hesitation whatsoever in awarding the Art Tutor a Format Gold. As it is it's not quite Format Gold material, but it's still a good product nonetheless – especially when you consider that it costs only a few pounds more than the average reference book. If you think that your pixel punching skills could do with a brush up (no pun intended), then check out *The Art Tutor*.

AMIGA FORMAT Verdict 78%

THE ART TUTOR is available from CastleSoft 0333 421243

FLOW 3

IDEAS PROCESSOR ■ £79.95 ■ SILICA 081-309 1111



If you're the kind of person that is full of good ideas, but you're unable to organise those ideas into a usable format, then New Horizons' new *Flow 3* ideas processor could be for you. For the uninitiated, an ideas processor is a sort of cross between a word processor and a database, what it allows you to do is organise your thoughts and ideas by breaking them down into a hierarchical outline.

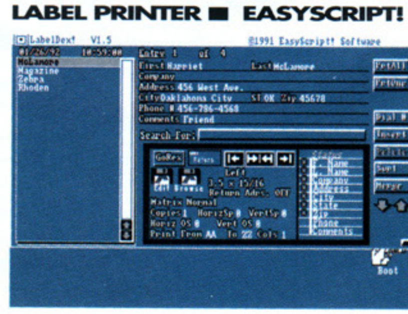
Once the basic bones of your outline is there, you can then add flesh to those bones by adding in subheadings and any relevant information. Individual subheadings can be collapsed so that only the subheading is visible, leaving you to concentrate on only those sections of the outline that you are currently interested in. New to version three of *Flow* is a spelling checker which allows you to check the spelling of your outlines without having to port it into a word processor before printing.

Flow 3 is undoubtedly a product of limited interest to most people. I've had it installed on my hard disk for a number of months and I've only ever used it once! For users who need to organise large amounts of facts and figures though, *Flow* is a powerful tool that will prove to be a worthwhile investment and could well be the program that turns those great ideas into workable projects!

AMIGA FORMAT Verdict 82%

LABELDEX!

LABEL PRINTER ■ EASYSCRIPT! ■ $74.95



LabelDex! is a mini database program designed specifically for handling names, addresses, telephone numbers and disk catalogues. Like a real database, you can sort and search for entries and delete and add new entries. It really comes into its own though as a label-printing utility. Thanks to its comprehensive support for HP and Postscript-compatible lasers and dot-matrix printers, some quite impressive looking labels can be produced including rotary file cards, mailing labels, envelopes and phone lists.

Unfortunately, it isn't quite the friendly program the authors intended. The user interface is confusing, making the task of learning the program more a pain . If you can fight through this though, then give it a try. Easyscript! 0101 205 881 6297

AMIGA FORMAT Verdict 65%

MARK'S MATHLAB!

COMPUTATION UTILITY ■ $49.95 ■ EASYSCRIPT! 0101 205 881 6297



Badged as a program for anyone who enjoys experimenting with mathematics, *Mark's MathLab!* is a numeric computation utility that can be used for a variety of applications including engineering design and analysis or as a tool for demonstrating the behaviour of mathematical functions in two and three dimensions.

To make things more understandable, *Mark's MathLab!* produces a number of different graph types including wire-frame solids of revolution and function plotting of one variable in Cartesian or Polar co-ordinates (don't worry, I didn't understand a word of that either!). Sounds fun doesn't it? Personally it bored me to death.

Verdict 45%

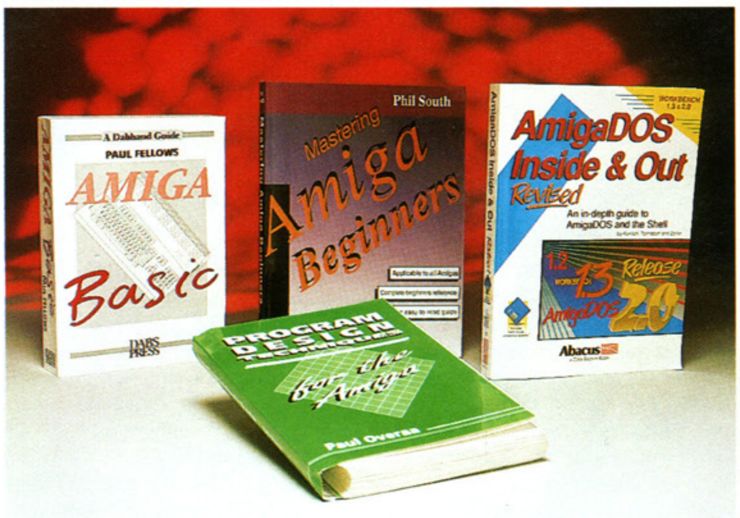
THE COMMERCIAL GAMES PROGRAMMER'S GUIDE

GAMES INDUSTRY GUIDE ■ £11.95 ■ SOFTWARE DEVELOPMENTS 091-373 1536

Here's a real gem written for all those long-suffering souls that yearn to break into the games industry and make a million. Written by games programmer David Gibbons, the book tells you everything you need to know to get started in the games industry working as an artist, musician, designer or even a programmer. Although it also tries to teach the fundamentals behind games programming, the book comes into its own as a guide to getting your work published. It documents the perils and pitfalls all games programmers face and even shows you how to set yourself up in business with your own software house. In all, the guide is a very readable publication that no would-be games programmer should be without.



Verdict 89%



MASTERING AMIGA BEGINNERS

BEGINNERS GUIDE ■ £19.95 ■ BRUCE SMITH BOOKS 0923 894355

Bruce Smith and his team of talented writers continue with their dominance of the Amiga books market with this latest release written by Phil South (no stranger to regular readers of ***AMIGA FORMAT***). Phil's book aims to introduce beginners to the Amiga and its system's software and also the kind of software and hardware you can buy to use with it.

I personally have never been a great fan of beginners' guides, but I do have to admit that Phil South has done a really grand job. *Mastering Amiga Beginners* is a very readable addition to the Bruce Smith series that is packed with useful hints and tips. Some areas of the book are explained far better than others, but on the whole *Mastering Amiga Beginners* is a book I would recommend beginners read.

Verdict 45%

AMIGA BASIC – A DABHAND GUIDE

AMIGABASIC GUIDE ■ £15.95 ■ DABS PRESS 061-773 8632

Now this is what I call bad timing! Just when Commodore have dropped *AmigaBASIC*, Dabs Press have launched book that is based around MicroSoft's quite appalling *BASIC* interpreter. If you're still in fact a fan of *AmigaBASIC* though, then this could well be the book to buy. It starts by giving a *BASIC* overview of what *AmigaBASIC* is capable of and how it is used and then moves on to much more advanced subjects such as file handling, structured programming techniques and how to use assembly language routines in your programs and debug them when they crash.

Dabs Press' guide is one of those books that not only introduces many new techniques to the reader, but also manages to replace the original *AmigaBASIC* manual altogether. Thanks to a comprehensive reference guide to the *AmigaBASIC* command set and errors, you can now throw your dog-eared Commodore manual into the bin and quite happily use this book instead.

Verdict 75%

AMIGADOS INSIDE & OUT – REVISED EDITION

AMIGADOS REFERENCE GUIDE ■ £19.99 ■ ABACUS ■ TRILOGIC 0274 691115

Now in its second incarnation, Abacus' *AmigaDOS Inside & Out* is a reference guide to AmigaDOS covering 1.2, 1.3 and 2 releases of the Amiga's disk filing system. The book is jam-packed with useful hints and tips as well as a healthy splattering of reference material.

Content wise, the book scores very well. Unfortunately, the only fly in the ointment is the way that the book is structured. All too often you're forced to flick to the index to find information on the subject you're interested in. If it wasn't so confusing, it would be great. It will probably prove to be more of a source of frustration than AmigaDOS itself! If you're after an AmigaDOS book, go for Bruce Smith's excellent *Mastering AmigaDOS* series.

Verdict 55%

PROGRAM DESIGN TECHNIQUES FOR THE AMIGA

ADVANCED PROGRAMMERS GUIDE ■ £16.95 ■ KUMA COMPUTERS 0734 844335

What? Another book written by a past contributor to ***AMIGA FORMAT***? Yes, I'm afraid it is and this time the writer is question is Paul Andreas Overaa, a very knowledgeable chap that knows his opcodes from his operands. Paul's book aims to teach the reader the fundamentals behind good program design. Subjects covered include program design terminology, Warnier diagrams, data structures and other techie like bits and pieces.

Although there is no doubting that Paul certainly knows what he's talking about, it has to be said that the book uses rather formal language that doesn't really help to keep in keeping the reader's attention. I tried to sit down and go through the book, but I dropped off to sleep after little more than a couple of chapters! You can't fault the book on content, but Paul really does need to make his writing somewhat more entertaining if he wishes to keep the reader interested.

Verdict 65%

AMIGA DESKTOP VIDEO POWER

DESKTOP VIDEO BOOK ■ £23.45 ■ ABACUS ■

There have been many books that have been written on the subject of desktop video, but few of them are applicable to the average user. *Amiga Desktop Video Power*, written by Guy Wright, who is a well-respected writer on a number of American Amiga publications, covers a wide range of desktop video issues. Included in this publication is a very handy chapter on video formats and their suitability for video work.

The book also acts as a sort of buyers' guide to video hardware and software, although some of the products mentioned are only available in NTSC form (the *Video Toaster*, for example).

On the whole, though, I must admit that I do like this book. Having read quite a few books on the subject desktop video, Guy's book does a very good job of explaining a subject shrouded in terminology. Highly recommended.

Verdict 80%

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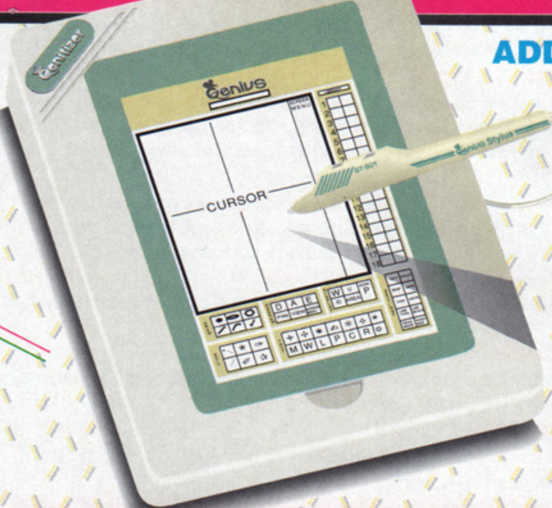
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allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

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- **AUTOFIRE MANAGER**
From the Action Replay III preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!

NEW **IMPROVED RAM EXPANSION SUPPORT.**
Now many more external Ram Expansions will work with all Action Replay III commands.

- **DOS COMMANDS**
Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

NEW **FILE REQUESTOR -**
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Over the page we have four brand-new samplers on trial, at a price to suit any pocket. But before you hastily turn over the page, just what is sound sampling? How do you do it? **Maff Evans** opens the history books and delves through the musical catalogues to unravel the mysteries of sampling.



Bringing sampling to the people

AT THE BEGINNING of the 1980s, a young Australian chap by the name of Kim Ryrie got together with a few musically-minded friends to come up with a revolutionary instrument. It could record real sounds and store them as computer data, allowing it to be played back via a keyboard. "Wonderful..." people said at the time, "...but what is it for?"

Although this reception wasn't the most promising in the world, the machine went on to revolutionise the way that music was produced. That instrument was the *Fairlight CMI*.

A few artists did pick up on the possibilities opened by the instrument (particularly avant garde dance band The Art of Noise) and people began to realise that these sound samplers could very well catch on. Other manufacturers began to produce their own samplers (most prominently E-Mu with the *Emulator*) to catch this growing trend and the snowball began rolling. These days you're unlikely to find a chart record that doesn't have some kind of sampled sound used within its beats somewhere.

Samplers work by listening to real sounds and converting them into numbers that can be stored in computer memory. The data can then be manipulated, edited, changed in pitch or duration, reversed and a load of other trickery, all due to the fact that it only exists on the computer as numbers. The data can then be played back through computer circuitry (called D/A, or Digital to Analogue, converters) to produce sounds.

The technology also gave rise to wealth of other possibilities, perhaps most importantly the advent of digital sound in the shape of the compact disc. CD players work in the same way as samplers, reading data off the disc as numbers and using D/A converters to convert the numbers into real sounds. So in effect anyone with a CD player has some kind of sampling system.

Things have come a long way since the original *Fairlight* was released, particularly the consideration of cost. That particular beast cost the price of a house, but the same technology and capabilities can now be accessed via your Amiga from as little as £30. However, for many people, that same old question arises: "What's it for?"

To be quite honest, if you want to do anything on your Amiga using sounds, you're going to have to use samples. Sure, you can try to create noises from scratch just using the Amiga's sound chip, but if you want to emulate vocals or other real sounds, you might as well forget it. Any kind of Amiga sound application is going to make use of sampled sounds at some point, whether it's musical instruments for creating tunes or sound effects for games. So now you know why they're useful, but how do you get them?

TECHNO BABBLE

To the sampling novice, the wide range of samplers available could be a little confusing, especially with all the jargon that gets thrown around. There are, in fact, only a few specific pieces of information you need to know about a sampler before you buy. How easy is it to use, how much does it cost and how does it sound.

Many manufacturers will try to baffle you by using phrases such as "Sample frequencies up to 56KHz in stereo!" To tell the truth, this is pretty irrelevant. Mathematically speaking, the optimum frequency for sampling is twice the frequency of the actual sound you want to record. The human ear can only hear frequencies between 20Hz and 22KHz, so you only need to sample at frequencies higher than 44KHz to get absolutely crystal clear results, anything higher makes little difference.

Another thing to look out for is the file format. To be of any use, a sampler has to be able to save sounds in at least IFF, since this is the file format that most music programs recognise. Some music packages, such as *Aegis Sonix* and *Sequencer One*, need samples to be saved as Multi-octave IFF, to allow the sound to be played over the entire musical range. If you want to use sounds in games, you will usually have to save in RAW format, so make sure that your sampler has the capabilities!



There are three basic things you need to use with your Amiga to sample sounds: a piece of sampling hardware, the software to operate it and a source to sample from! Getting hold of a sound source is your own affair, but we can give you some information on some of the Amiga sampling systems currently available.

Amiga samplers usually come as packages consisting of both software and hardware, with prices ranging from around £20 to over £200. Admittedly you're going to get some far superior hardware and editing software at the top end of the price range, but don't despair if you're a beginner or just a little strapped for cash, since some decent results can still be achieved at the lower end of the market.

If you are a beginner, but don't fancy the idea of being tied to a particular sampling system, you can always buy a new piece of software to use with your existing sampling hardware. As well as their own ranges of complete packages, some companies give the option to buy a sampling program to work with hardware that you already own.

On the right we round up a few of the sampling systems already on the market, giving our opinion on the best high-end, mid-range and budget packages along with a round up of additional software available. For a run down on the latest in complete sampling packages, flip over the page for reviews on four of the latest releases to hit the streets.

Which sampler?

High End



AUDIO ENGINEER +

£204.30 ■ HB MARKETING ■ 0753 686000

Reviewed in Issue 34, this package is the bee's knees when it comes to sampling. Absolutely superb hardware allows you to record crystal-clear samples with the revamped version of the editing software. Extra features include time stretch, pitch conversion along with a host of new editing tools. The business!

SOUND MASTER 91%

£129.95 ■ HB MARKETING ■ 0753 686000

A sturdy hardware sampler with stereo inputs, built-in mic, input slider and overload LED. Comes with the latest version of *Audiomaster*.

AMAS 2 78%

£99 ■ MICRODEAL ■ 0762 69692

An update to Microdeal's classic sampler, with a version of the *Stereo Master* software and a built-in MIDI interface. A little overpriced for what it offers.

Mid Range

PERFECT SOUND 3 63%

£59.95 ■ ZONE DISTRIBUTION ■ 071-738 5444

A classic sampler with good, solid hardware capable of some superb results. The editing software is passable enough, but is a little too fiddly to get to grips with at times. However, the hardware can be used with other programs such as *Audiomaster IV* for some cracking results.

PRO SAMPLER STUDIO 2 43%

£69.99 ■ DATEL ■ 0782 744707

A fairly expensive package including hardware which plugs into the side socket of the A500 or inside the 2000. Rather scrappy software doesn't really yield very good results.

Budget

STEREO MASTER 81%

£29.95 ■ AMIGA FORMAT MAIL ORDER ■ SEE PAGE 192

An update to the highly successful *Mastersound* package with some good features, but still a few slightly niggling quirks that can irritate.

STEREO SAMPLER MK II 70%

£39.95 ■ TRILOGIC ■ 0274 691115

A decent piece of hardware with stereo input and a level control. The software is a bit limited though.

SOUND TRAP III 65%

£29.95 ■ BYTES AND PIECES ■ 0253 734218

The first mini-sampler. Comes with tiny (but impressive) sampling hardware and a limited editing program.

Software Packages

AUDIOMASTER IV 94%

£75 ■ HB MARKETING ■ 0753 686000

The best sampling program available for the Amiga at the moment. Includes time stretch, pitch conversion, retune and a host of new effects. The program is basically Aegis' release of the *Audio Engineer Plus* software, so as you'd expect it's pretty amazing!

AUDITION 4 93%

£49.99 ■ ZONE DISTRIBUTION ■ 071-738 5444

Features some excellent features which rivalled *Audiomaster III* at the time, but these have been overtaken by *Audiomaster IV*.

INTERSOUND 55%

£50 ■ VARIOUS RETAILERS (IMPORT)

Rather over-complicated packages, plus the sampler is a little over priced.

Technosound Turbo

£29.95 ■ Amiga Format Mail Order ■ See Page 193



The friendly, colourful screen of *Technosound Turbo* gives beginners a less daunting start into the world of sampling.

Although this system has already been reviewed in a Issue 26 of ***AMIGA FORMAT***, the program has undergone a few refinements to allow it to run more smoothly, including the removal a few niggling problems that some users complained about! In addition, it seems worth pointing out some of its main features to allow those of you who are new to sampling to get an idea of where to begin.

Technosound Turbo comes as a complete package, containing the sampling software along with a simple cartridge to get you started. The hardware itself is a straightforward device which plugs into the parallel port (as most sampling cartridges do) with two phone sockets on the back for stereo input. A big bonus here is that it comes supplied with a stereo phono-to-jack lead which plugs into any Walkman-style headphone socket, so you don't have to scurry around trying to find one that will work (but you may still need to buy a headphone plug adaptor to use it in a full-size stereo with a different headphone socket).

The software is mainly aimed at the beginner, with colourful, friendly-looking displays and control buttons to help you find your way around fairly easily. The manual is also helpful to novices, starting off with a step-by-step tutorial so that you can get to grips with the various areas of sampling straightaway.

Technosound Turbo is capable of some pretty good results, even if you've never used a sampler before. The hardware produces clean and crisp sound and the software contains all the basic tools you need to get going. One very nice feature is the Real-Time Effects panel, which allows you to shape sounds while adding echo, phasing and vibrato effects to produce some surreal results.

For the dedicated Amiga sound-sampler who has had access to some of the more expensive systems, *Technosound Turbo* may feel a little limiting after a short while, but for the absolute beginner it manages to provide an ideal starting point into the world of Amiga sampling, giving some impressive effects without much fuss.

Technosound Turbo

SPEED ●●●
Occasionally slow, but most things take very little time to carry out.

DOCUMENTATION ●●●
A lot of information packed into 15 pages, but the simple tutorial is a good start.

ACCESSIBILITY ●●●●
Could look a bit overly-colourful to the experienced sampler, but very easy for the beginner.

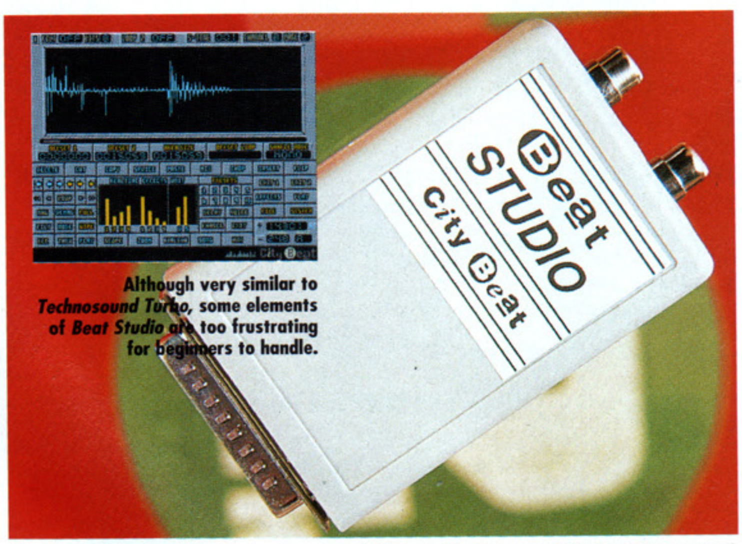
FEATURES ●●●●
Not as much as some more expensive samplers, but enough to get you started.

VALUE ●●●●
A low-cost starting point which is ideal for novice Amiga sampling fans.

AMIGA FORMAT Verdict **84%**

Beat Studio

£20.40 ■ Pandaal ■ 0234 843355



Although very similar to *Technosound Turbo*, some elements of *Beat Studio* are too frustrating for beginners to handle.

On first sight, *Beat Studio* looks very similar to *Technosound Turbo*. The general screen layout places things in similar places, the zoom mode is identical, the effects section is close and even the system messages are the same!

Although there are many similarities between the two, City Beat's package loses out in a couple of ways. Sure, the hardware is good and the sampling quality possible is pretty impressive, but what really lets the program down are the fiddly editing controls. To begin with, the way that some of the controls are accessed makes it rather confusing for the novice; having to call them up from a series of layered panel (even the main editing and playback buttons), and the rather slim manual has little in the way of walk-throughs to get them started.

More experienced users who are more likely to want to access options quickly (before the inspiration fades) will also have a few struggles. To begin with, you can't actually have the editing controls up at the same time as the sample recording or playback controls. This means that in order to edit a sound, you have to open the editing panel, select the option, open the playback panel, listen to the sound to see if it's all right and then do it all again if you want to make any changes. Hardly the most fluid way of working.

The effects and sequencing panels are pretty much the same as on *Technosound Turbo*, apart from one thing – you can't define your own effects! The sliders are there as they are on Technosound, but you can't actually listen to a sound while using them.

It seems as though City Beat have really tried to capture the same beginners' market as New Dimensions by putting out their own version of the same program, but *Beat Studio* has a few problems that have been ironed out on *Technosound* just that bit too irritating to get novices fully interested. Having said that, at just over 20 quid, it is the cheapest entry point available at the moment and could win over a few users for that fact alone.

Beat Studio

SPEED ●●●
Some options are slow, but on the whole it's fairly nippy.

DOCUMENTATION ●●
Very sketchy in places with very little consideration to the beginner.

ACCESSIBILITY ●●
Very awkward in places, causing a lot of frustration when you're trying for a complicated edit.

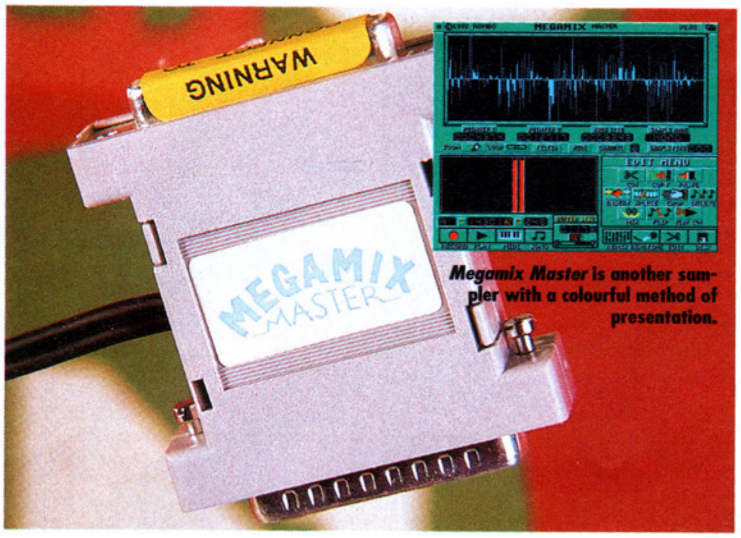
FEATURES ●●●
Some similar features to *Technosound Turbo*, but some don't work nearly as well.

VALUE ●●●●
With patience you can achieve good results, which makes it a very viable proposition.

AMIGA FORMAT Verdict **78%**

Megamix Master

£39.95 ■ Rombo ■ 0506 414631



Megamix Master is another sampler with a colourful method of presentation.

The sampling hardware supplied with *Megamix Master* is rather different to the other systems reviewed. For a start it comes as a much smaller unit which is very similar to Bytes and Pieces' *Sound Trap III* unit. The device looks like it's just a plug, but it has a through-port on the back, so that you can still plug in any other devices that you may have that use the Amiga's parallel port. The other main difference is that instead of sockets for connecting a lead, it has a stereo lead wired directly into the cartridge. This may seem a good idea at first (meaning that you don't have to go out and buy a compatible audio lead), but if you want to use a sound source that is more than two feet away from your Amiga (which is probable in the case of most stereo system-owning households) then you're still going to need an extension before you can plug anything in!

The software is layed out in a very friendly way, with the icons being clearly labelled so that you know which option does what without having to keep referring to a list of icon definitions. This friendly approach is enhanced by the manual, which seems to be aimed at the complete beginner to sampling. The uncomplicated text explains every step in a clear way, giving a few examples to help you along in each of the program's various areas instead of blinding the novice user with jargon.

The only really disconcerting fact is that many of the options and windows that are called up are once again similar to *Technosound Turbo* (including the MIDI and sequencer windows). This would be all very well, but these options aren't that easy to use and don't work too well to begin with!

Having said that, *Megamix Master*'s ease of use and extremely approachable editing system make it the only other option really viable to the beginner. The sound quality is as good as any other unit at this price, the options are easy to access and the manual explains things very well. For the novice, it's pretty much second only to *Technosound Turbo* in its range of features and simplicity, two points that should appeal to the novice.

Megamix Master

SPEED ●●●
Carries out most things proficiently, but slows down on some more complex functions.

DOCUMENTATION ●●●●
A lot of information, which is layed out simply with a good set of tutorials.

ACCESSIBILITY ●●●●
Friendly, easy to understand and not too complicated for the beginner.

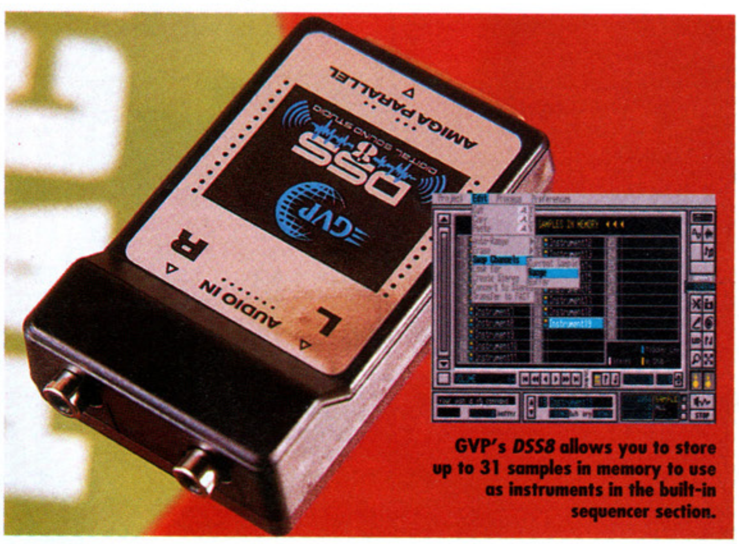
FEATURES ●●●
Not as many as on *Technosound Turbo*, but enough for the beginner to play around with.

VALUE ●●●
The usual price for this level of sampling, but there are packages available for less.

AMIGA FORMAT Verdict **82%**

Digital Sound Studio 8

£59.95 ■ Silica Systems ■ 081-309 1111



GVP's *DSS8* allows you to store up to 31 samples in memory to use as instruments in the built-in sequencer section.

GVP's DSS8 sampling system is a little different from the others reviewed on these pages, mainly due to the fact that it isn't really aimed at the beginner at all. The package has all the features of a standard sampling package, along with some extras which may be a bit too much for the newcomer.

The first noticeable thing concerns the hardware itself. Although the box shows a nice picture of a unit kitted out with input level controls and overload LEDs, the unit actually supplied inside the package doesn't have these items. This is probably due to the fact that the UK distributors are producing their own hardware, but it's still not really a good idea to promise a lot of features that aren't included!

The software is a very polished-looking system loaded with heaps of features. You can choose from a range of four sampling units from a configuration menu to get the optimum results from whichever sampling hardware you wish to use, assuming that you want to use an alternative to the included cartridge. The sample-recording page is rather more extensive than most packages, allowing you to set the input level (which makes up for the lack of control on the hardware), choose the type of monitor oscilloscope, choose between mic or line input and set where the sample is to be stored (you can hold up to 31 samples in memory at once).

Editing the sound is fairly easy, with all the usual cut, paste, blank, flip and fade controls. The only problem with these is that you have to set which of the program's two-pointers (the range highlighter or loop points) you are going to use, which can get confusing.

There is little in the way of real-time effects (just a fairly basic reverb), but the addition of a full-featured, four-track sequencer is very welcome. This contains all the functions you need, including MIDI control, pitch bend, tempo changes, filtering and more. This wide range of features combined with the relative ease of use make *DSS8* a very good bet for those who can't afford the higher-end sampling systems such as the superb *Audio Engineer Plus*.

DSS 8

SPEED ●●●●
Very fast on most of the items, but gets a bit slow at times .

DOCUMENTATION ●●●●●
Extensive manual with loads of diagrams and explanations.

ACCESSIBILITY ●●●●
The pointer system is a bit confusing, but everything else is flexible enough.

FEATURES ●●●●
A few more editing and real-time effects would have been nice, but the tracker makes up for it.

VALUE ●●●●●
For the range of features offered, £60 is a very reasonable price indeed.

AMIGA FORMAT Verdict **89%**

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PG013 ASI 6 Downhill challenge, Pacman 87, Meta Llamas & Welltrix
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PG031 DARKSTAFF A spectrum emulated text adventure game +
PG032 DRAGONS CAVE great Dungeons game, nice graphics! +
PG034 ETERNAL ROME & DOMINOES 2 nice games on this disk +
PG035 ENSIGNIA MAZE Nice little maze game allows 4 views of maze at once
PG036 FLASHBIER Over 200 levels in this boulderdash type game
PG046 HACK Great text adventure in the infocom style! +
PG048 HOLY GRAIL A nice text adventure, one of the best +
PG052 LAMER GAME Similar to operation wolf shoot em up. +
PG053 LARN Another very well regarded text adventure game +
PG056 LASERZONE Great old 64 classic shoot em up!
PG057 LEAPING LARRY Simple platform game done in Amos
PG058 LETTRIX Nice puzzle games similar to Tetris!
PG059 LORE OF CONQUEST Exellent space trading game D&D style!
PG060 MARBLE SLIDE Puzzle game, build slides up!
PG061 MASTER OF THE TOWN Shoot the signposts in this game
PG062 MENTAL IMAGE PACK 3 great games Gridrunner Invaders & Rebound +
PG063 MORIA Text adventure based around Dungeons & Dragons theme!
PG064 NAPOLEONIC WAR SIMULATOR A nice strategy type game!
PG065 NESTOR CARD GAME Another card game, looks quite good! +
PG066/67 NETHACK Dungeon & Dragon adventure style game, very popular! (2)
PG068 NO MANS LAND Hi tech war games shoot em up. +
PG069 NU GAME Shoot em up with good graphics, quite difficult!
PG070 PETERS QUEST Rescue the maiden in this fun platform game +
PG071 POM POM GUNNER Blast the enemy aircraft in this Beachead clone +
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PG073 RAPHAELS REVENGE A turtles game done in SEUCK! +
PG074 RETURN TO EARTH Elite type space trading game! +
PG076 SEVEN TILES Superb futuresports speedball type game, Great!
PG078 SCUM HATERS Shoot em up done by Brazzle Atkins in SEUCK +
PG079 SEALANCE A submarine strategy game seems very involved +
PG081 SERENE II Follow up to the above game +
PG085 STARFLEET Nice little game done in SEUCK! +
PG086/87 STAR TREK The US version by Jim Barber, very good (2)
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PG098 TURRICAN 2 PREVIEW Great demo of superb shoot em up!
PG100 THE JAR Very nice little jump & run game.
PG101 THE INSIDERS CLUB Stocks & shares game, see how far you get
PG102 WATERMINES Nice boulderdash type game!
PG103 WET BEAVER GAMES Version of the old pong game! +
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PG105 WIZZYS QUEST A very good arcade adventure game from Germany +
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PG107 ZEUS A very good & popular block puzzle game +
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PG111 MIDNIGHT THIEF A nice text adventure game!
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PG128 CHEAT WORKS Tremendous amount of cheats on this disk, very good!
PG129 PUGGLES Brilliant Q*Bert style game ! Get it While you can !
PG130 BATTLEMENTS Conversion of the old 8 bit Hunchback game! +
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PG132 ASSASSINS 15 Battlecars, Mambamove & Lettrix! Great pack!
PG133 ASSASSINS 16 Wastelands, Mission X, Pacman & Dilemna! +
PG134 ASSASSINS 17 Tomcat, Defenda, Jetman & Bugblaster!
PG135 ASSASSINS 18 Omegarace, Henry in Panic, Skyfly & Megatron! Superb!
PG136 ASSASSINS 19 Growth, Blopblox, Fight, Bip, Slider & Frantic Freddy!
PG137 BALL LIGHTNING Pretty average platform game, (not dos 2) !
PG138 BATTLE OF BRITAIN & War Game, 2 strategy war games load on WB!
PG139 DUNGEONS OF MADROJ Very nice dungeons & dragons type game! load WB.
PG140 MIND GAMES Lots of mind games to tax your brain with! Load WB.
PG141/3 SWORD OF THE WARLOCK 3 disk role playing adventure game, 1mg 2drives
PG144 REVENGE OF THE MUTANT CAMELS Minters all time classic Shootup! GetIt!+
PG145 YUM YUM Nice little pacman game for kids. 1 Meg. +
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PB022 BBASE II A fast & easy to use database program !
PB023 FORMS REALLY UNLIMITED Excellent form generation program +
PB024 LAST WILL & TESTAMENTS Lots of sample Last Wills! +

Utilities

PU002 A-GENE Good geneology program, to trace your family name. 1meg. +
PU003 A68K 68000 Assember program for the Amiga rather difficult to use.
PU004 A64 EMULATOR NEW VERSION 2.0 of the C-64 emulator BRILLIANT!2 disks.
PU005 AMATEUR RADIO 1 Some programs of interest to the radio ham! +
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PU038 DARKSTAR UTILITES 3 A disk full of assorted useful utilities
PU039 DBW Good PD ray tracing program inc some pictures ! CLI Knowledge.
PU040 DEMOLISHER UTILTIES 168 easy to use utils something for everyone +
PU041/43 DESKBENCH Nice alternative workbench,Icons + bases (3)
PU045 DIRECT ACTION A useful Utility for editing animation sequences.
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PU066 ICONS This disk is just crammed with useful & varied icons. +
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PU086/7 NORTH C 1.3 (2) A two disk unpacked version of program below! +
PU088 NORTH C 1.3 (Packed) The complete C compiler by Steve Hawtin !+
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PU110 SCOPE 115 Structured clipart for use in Professional page ETC.+
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PU114 SOZOBAN C Another very popular C envioroment, similar to North C
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PU118 SUPER WORKBENCH Yet another alternative workbench disk!
PU121/2 TV GRAPHICS Superb Dpaint backdrops and some great fonts. (2) +
PU124 ULTIMATE ICON DISK Contains Iconmeister,Iconlab,Iconmaster & icons +
PU125 ULTRAPAINT v3 A nice paint package for IFF pictures! +
PU126 UTILITIES COLLECTION Another great collection of utilities about 100!
PU127 UTILTIES DISK 1 Another one for the collection. About 60 or more.
PU128 VECTOR DESIGNER A very comprehensive but difficult to use proggy.
PU129/30 VIDEO APPLICATIONS (2) Programs for use with genlocks & videos! +
PU132/3 WINDOWSBENCH A Windows 3/Workbench2 lookalike, very nice. (2)
PU134 WORKBENCH HACKS Disk full of amusing workbench hacks!
PU136 ZX SPECTRUM EMULATOR Latest version now with sound too ! +
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PU141/2 TAROT II Learn about your stars with this program, on 2 disks! +
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PU144 OPTIUTILS 2 A second disk full of utilities! +
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PU171 OPTICOMMS 2 Contains new Ncomm v2.0 & other utilities, superb!
PU172 WORDPOWER Solves anagrams crosswords etc, really useful program! +

Animations

PA001 AEGIS ANIMATIONS 3 anims, Juggler, Plane & Marlyn. +
PA028 AGATRON ANIMS 5 great short looped animations! +
PA029 APPLECUS ANIMATION Great anim of an abacus (applecus??) +
PA030 BAD BIRD ANIMATION Not too bad this one. +
PA031 BASKETBALL A basketball player shooting a ball into the net. 1M +
PA032 BONGO ANIMATION Animation of a man playing the bongo drums. +
PA033 BUSY BEE Cute animation of a freaky bee. almost looks wooden. 1M +
PA034 CLOTHES PEG Bouncing clothes pegs and more. Not bad. 1M
PA035 COOL COUGAR A cartoon style anim, tells the story of cool Cougar.1M +
PA036 CX1 SPACESHIP A cool sculpt 4D anim of a ship circling a globe +
PA037 DART ANIMATION Good animation of a dart passing through an egg!
PA038 DRAGONS LAIR TIME WARP Animation of the cartoon game .1M +
PA039 ERIC-S AMY VS WALKER Cute & sexy(?) squirrel chasing Walker.1.5M
PA040 ERIC-S BATMAN A great animation featuring batman and the joker.1M+
PA041 ERIC-S COTOTE 2 This ones a corker,coyote up to this tricks 3M
PA042 ERIC-S COYOTE STRIKES BACK Not too good this time but popular.1mg
PA043 ERIC-S MORE AEROTOONS More humorous cartoon capers. Great 1M +
PA044 ERIC-S SHUTTLECOCK Two Space Shuttles playing with a satallite. 1M
PA045 ERIC-S STEALTHY II The Mig-29 and Stealthy bomber cartoon.1M +
PA046 FRANKLYN THE FLY Great anim of a day in the life of a housefly! +
PA047 GHOSTBUSTER ANIMATION Anim on the popular ghostbusters theme.
PA048 GYMNAST ANIMATION Animation of a gymnast swinging on bars.1M +
PA049 HAPPY ANIMATIONS HappyMan, TreeFrog, Windowman and Hammer.
PA053/4 LIGHT CYCLES (2) Huge animation from the Tron film. Fab. 1mg! +
PA055 LUXO TEENAGER Father & son lamp animation, excellent 1M +
PA056 MAGICIAN II this ones a bit better, more glossier this time round.1M+
PA057 MAGICIAN Similar to the juggler anim, but not quite as glossy 1M +
PA058 MINER A miner truck loading coals into a buggy to be taken away. 1M
PA059 MR POTATO HEAD Watch the potato man in cabaret! +
PA060 NEWTONS CRADLE ray traced animation, plus F-19 and Rocking chair +
PA061 PHAROAH ANIMATION An animation of a Pharoah kings mask. +
PA062 PIANO ANIMATION This is an animation of a cartoony piano! +
PA064 PROBE SEQUENCE Probe investigateslife forms on distant planet 1M +
PA065/68 REAL 3D (4)Superb demo of effects possible with Real 3D.1mg! +
PA069 REAL THING HORSES demo of the animation package for deluxe paint. +
PA070 SHUTTLECOCK ANIMATION 2 shuttles playing with a satellite!
PA071 THE BOINGS Great anim of 2 Zebedee characters on springs!1.5M ON+
PA072 THE JUGGLER the old classic animation that sold 1000s of Amiga's! +
PA073 THE KNIGHT DEMO Animation of a knight climbing out of a book. 1M +
PA074 THE WALKER DEMO Helicopter attacking the walker. Film style. 1M +
PA075 THE WALKER DEMO II Walker Attacking the A2000. Not bad. 1M +
PA077 UNICYCLE ANIMATION Exellent animation of a unicycle & a car! +
PA078 WINGS Superb quality red baron biplane animation. Very nice.1M +
PAO79 MR POTATO HEAD 2 Another great Chris Hill animation disk! +
PA080 LEMMINGS ANIMATION Great lemmings animation. Check it out. 1M
PA081 BUSTER DOUGLAS Digi anim of Busters not so famous moments! +
PA082 TIN TOY ANIMATION Nice ray traced animation of a tin soldier! +

Agatron Animations

AGA01 RED LOTUS Spinning down the road. Fantastic !!
AGA02 JET FIGHTER landing on a runway, basic anim +
AGA03 STAR TREK - Shuttle fly past - Great ! 1m +
AGA04 KLINGON CRUISER Flying around your amiga screen !
AGA05 STAR TREK KLINGON fires torpedoes 1m +
AGA06 LOGO, plus a great star wars fly by animation. 1Meg
AGA07 STAR WARS FIGHTER doing loops etc 1m +
AGA08 STAR WARS, a great ani mfrom the movie (CLI, Showanim)
AGA09 STAR WARS - Fighter fly by, impressive 1m +
AGA10 STAR TREK - Enterprise in dry dock. Incredible ! 1M +
AGA11 TRON - Tank v Deactivator. Good vectors +
AGA12 TRON ANIMATION - Not one of the best +
AGA13 ROBO 1 A nice ray traced robot waving 1m +
AGA14 STAR TREK Workbee & Reliant. 3 shots +
AGA15 LOTUS CAR, Billiards, & Jet Fighter animations! +
AGA16 STAR TREK Various anims from the star trek game. Good. +
AGA17 STAR TREK TWOK animation Short but okay +
AGA18 STAR TREK - Enterprise fly by. Short anim +
AGA19 BOND ANIM - Copter plus a car, not too amazing ! +
AGA20 Huey 2 A helicopter leaving a landing pad. Neat. 1M +
AGA21 ENTERPRISE DOCKING WITH SPACE STATION - WICKED !!! 1M +
AGA22 ENTERPRISE APPROCHING Another stunning anim ! 1M +
AGA23 FLEET MANOEVRE Stunning animation, shows off your amiga ! 1m +
AGA24 KULI PEN animation & Ping pong. Great! 1m +
AGA25 THE RUN , a suberb car chase 1mg or over. 1m +
AGA26 SHIP ROCKING at sea, / enterprise leaves dock. 1m +
AGA27 BOOK OPENING Nice anim of a book opening. 1 Mg
AGA28 SHUTTLE & ENTERPRISE Fabulous animation by Richter. 1M +
AGA29 MILLENIUM FALCON The ship being chased - Excellent 1M
AGA30 HYPERSPACE animation & Landing animation 1m +
AGA31 PORSCHE anim of a rising out of a table 1 mg. +
AGA32 SPACE - Space probe flying away 1m +
AGA33 PROBE animation Bird of prey animation & Klingonhit! 1m
AGA34 SPACE OFFICE - Star trek anim, a little bit short +
AGA35 SPACE PROBE, great anim of a probe zooming off 1m +
AGA36 BIRD OF PREY, loop the loop, excellent animation 1m +
AGA37 TOBIAS GOES KNACKERS - Check this on out ! 1m +
AGA38 TOTALLY WICKED ! Shuttle & Enterprise (2 MEG - BUY ONE !!)

Power Animations

PP001/2 ANTI LEMMINGS (2) Absolutley brilliant animation ! Get this now !2M
PP003 AT THE MOVIES Cute anim from Mr Schwartz featuring Amy squirrel 1.5
PP004/7 AUTOMATED LIGHT (4)Fab battlestar galactica type animation. 3M
PP008/10 BUZZED (3) Great animation of a wasp crashing into things. 3M
PP011/12 DATING GAME (2) Superb new demo from Eric Schwartz, Get it. 3.5mg!
PP013/14 DRAGONS LAIR (2) Three meg power demo with sound effects. Great !
PP016 GULF WAR ANIM Find out what happens to Hussein! Brilliant 2mg!
PP017 JUGGLER II Juggler meets Ms.Juggler. Great followup 1.5Meg
PP018/20 LOST IN SPACE (3) Remember the old TV series ? This is it ! 2M
PP021/24 LANDING (4) Tobias Richter Poweranim ! Superb ray traced stuff.4M
PP025/27 STATION AT KHARN (3) Animation of a a spacestation,nicely done. 2M
PP028/33 UPGRADE (6) Wow ! Camberwick Green meets the Amiga ! GREAT ! 5
PP034/35 VAUX KILLERS (2) An old but quite good 2mg demo 2mg.
PP036/37 WALKER DEMO (2) The 2 disk 2mg version of this classic demo.
PP038/39 WAVE SAILING (2) A nice animation of a wave sailer! 1.5mg
PP040/43 AT THE MOVIES II Brilliant, works on 1mg>3mg configurations!(4)+
PP044/45 AMY V WALKER II Another superb 3mg animation from Eric Schwartz!

Demos

PD001 AGONY DEMO Brilliant graphics in this game demo,show it to ST owners.
PD005 AMOS 3D DEMO Shows you some effects that are possible with 3d! +
PD007 ANARCHY INSPIRATION IS NONE Demo with superb ray trace GFX
PD009 ANARCHY SYSTEM VIOLATION Classy demo Vector Bob Gfx Cool !
PD010 ANARCHY DIGITAL INNOVATION Their latest and best , superb!
PD011 ANIMATORS MEGADEMO A nice new megademo from the Animators.
PD016 BUDBRAIN II Hilarious megademo, house music video & more
PD018 CHAOS ROCK A fantastic light show based on fractal patterns. +
PD020 CRIONICS MEGADEMO Includes the superb maddona demo and more !
PD021 CRIONICS NEVERWHERE Superb ! with a Real world demo & Madonna
PD022 CRIONICS TOTAL DESTRUCION Very nice plasma plus kickin music !
PD023/25 ALCATRAZ MEGADEMO Exellent, huge demo on 3 disks! + (3)
PD026 CRUSADERS SPACE DELIRIA Fantastic music by Dr.Awesome !
PD027 CRYPTOBURNERS HUNT FOR RED OCTOBER Lovely filled vector demo.
PD030 DEAD DANCE THRASH Amazing thrash metal soundtrack & wierd pics!
PD032 DEVILS LABYRINTH Great new demo with some fab effects,RGBplasma
PD033 DEVILS NO REALITY Another great multipart demo from Devils! +
PD036 E•P•I•C Incredble preview to a new game by Ocean, vectors. 1M
PD037/38 ERPLAND (2) Brill kalidescope patterns on this great demo! +
PD039 FILLET THE FISH Similar to puggs, but not quite as good. +
PD041 FRAXION FUTURE VISIONS Superb Aliens-type intro plus pictures +hgh
PD044 HORIZEN SLEEPING BAG Great multipart demo with vectors, music.
PD046 IRAQ DEMO Amusing demo of Saddam meeting President Bush !!!
PD049/50 KEFRENS MEGADEMO VIII Loads of filled vectors and music.(2)
PD051/52 KGB MEGADEMO (2) A great house music video & vector drummer
PD055 MAGNETIC FIELDS HYSTERESIS Excellent vector graphics !
PD056/57 MAGNETIC FIELDS SPACED OUT (2) demo with great music tracks
PD058/59 MAXIMUM OVERRIDE (2) Very nice filled vector demo by TSB.
PD064 NEWTEK DEMO 3 exellent demo,take your machine to the limit!(2)+
PD066 PHENOMENA ECES A very good demo with light sourced vectors ! +
PD067 PHENOMENA INTERSPACE Is time Linear ? Get this to find out!
PD068 PHENOMENA ENIGMA Absolutely brilliant, one of the greatest +
PD069 PHENOMENA JOYRIDE Another absolute corker of a demo!
PD076 PLASMUTEX Kickin SoulIISoul music beats & wild copper plasma! +

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PD077 PMC ALPHA OMEGA An absolutely superb filled vector demo. +
PD078 PUGGS IN SPACE A classic demo, the kids will love it.
PD079 PRISONER DEMO Remember the old 60s series? heres the demo! +
PD085 REBELS MEGADEMO II An old classic blast from the past! +
PD087 REBELS SNAP A nice demo with spooky style music track. Great
PD088 REBELS TRIPLE TROUBLE Some brilliant plasma effects here! +
PD090/91 RED SECTOR MEGADEMO (2) Still stood the test of time, good +
PD093 SCOOPEX CHROMIUM Superb demo with great graphics and music.+
PD094 SCOOPEX MENTAL HANGOVER One of the best demos of all time. +
PD097 SILENTS GLOBAL TRASH This is a MUST for all demo freaks +
PD098 SILENTS ICE Latest demo from the Silents. Brilliant music +
PD106 TECHNOFRIGHT A spooky demo with good music & effects!
PD108 TOMSOFT TRIP TO MARS Very good 3D filled vector trip to mars
PD109 TOMSOFT VIRTUAL WORLDS An absolute Epic ! Best demo of the year
PD111 UNREAL DEMO Superb graphics & sound in this great demo. +
PD113 VANGELIS DEMO Great music & superb colour cycled gfx. 1mg. +
PD114 VECTRA SINKING DEMAND Really good filled vector demo.
PD116 WITH VECTORS TO HEAVEN New demo just in, check it out! +
PD119 REBELS OUTLAND Latest demo from a prolific outfit! Excellent
PD120 KEFRENS GUARDIAN DRAGON A very nice new demo from Kefrens!
PD121 DIVINA TECHNO FRIGHT Vectors in front of Ham pics? Good! +
PD123 ITALIAN BAD BOYS MANGAD Japanese style cartoons & techno music!
PD124 ANDROMEDA DECAYING PARADISE Very good vector demo & music! +
PD125 RAY OF HOPE 2 Great megademo, good music & graphics!
PD126 LEROY 1 Great pack inc, Substance, Shining vector, & more! +
PD127 BASS SUBLIMINAL VISION Very heavy rave music & graphics!
PD128 DIVINE INSPIRATION New music disk by Goldfire. Very good.
PD129 RAZOR 1911 VOYAGE Another great party winner demo Super effects!
PD130/34 ALCATRAZ ODDESSY Awesome 5 disk space extravaganza ! Brill ! (5)
PD135/6 CRIONICS HARDWIRED Fab space anim with superb effects & music (2
PD137 ANGELS EVOLUTION DEMO Great psychedelic vectors & more!
PD138 ANARCHY SEEING IS BELIEVING Brilliant demo with exellent music!!
PD139 TRACKERS POWER & AGONY DEMO Some unusual Vector effects! +
PD140 CELSIUS 23 MORE VECTORS A Terminator intro + hundreds of vectors! +
PD141 WILDFIRE MEGADEMO great House & dance music on this megademo!

Music Disks

PM001 100 GREATEST 64 TUNES Over 100 classic 64 tunes imortalised ! +
PM004 ALCATRAZ 'THE POWER' Excellent re-mix of the song by Snap.+
PM005 ALCATRAZ MORE THAN MUSIC A superb music disk well presented+
PM007/8/9 AMAZING TUNES II (3) This ones a biggy loads of great music !
PM010 AMEGA PARTY WINNERS Four EXCELLENT songs that won the party +
PM012 AMIGADEUS CLASSICAL Superb renditions of Eine Kleiner etc. +
PM013 ANARCHY CAPTURED IMAGINATION Excellent music by 4-Mat +
PM014 BANGING RAVES Yeah ! Pump up the music, kickin remix of house
PM015 BEAST SONIX Scoopex present the music from Beast I, all tunes. +
PM016 BEATLES SONIX Lots of Beatles music done in Sonix! +
PM017 BEATMASTER 808 STATE Cubik and more of this type of music
PM018 BEATMASTER I LOVE TECHNOLOGY More of the rave type music. +
PM019 BRUNO'S MUSICBOX II This is great Jazz-Funk music ! +
PM020/21 BRUNOS MUSIC BOX III More jazzfunk style music. Get it ! +
PM022/23 CLASSICAL MUSIC Great music of Bach, Handel etc from Rob Baxter. +
PM030 DIGITAL CONCERT 2 Thirteen minutes of music, Doctor'in the house
PM031 DIGITAL CONCERT 3 Another house music re-mix Great quality - Love it
PM032 DIGITAL CONCERT 4 Four songs including Got to keep on - Brilliant!! +
PM033 DIGITAL CONCERT 5 The Power, Kaos, Keep Bustin Touch Me. Brill!+
PM034 DIGITAL CONCERT 6 Latest in the series, very good quality House music
PM035/36 DIGITAL DEBUSSY Excellent ! Clair de lune & more tracks +
PM041 EQUAMANIA II Demo with a great dance music track and fab equalizers !
PM042/43 EVIL FORCES Brand new mega acid/house demo (swearing!)(2) +
PM047/48 GOLDFIRE CEREBRAL DELIGHTS (2) Excellent music disk. +
PM052 KEFRENS JUKEBOX This ones super ! Lovely music with a Juke box ! +
PM058 MAGNETIC FIELDS CHIP FESTIVAL Crammed full of great chip music! +
PM059 MANIACS OF NOISE This is brilliant! Great stevie wonder type music! +
PM065 PHENOMENA MUSIC DREAMS I 20 wicked songs by twins +
PM066 PHENOMENA MUSIC DREAMS II Second in the series More music ! +
PM067 POPEYE MEETS THE BEACHBOYS Great demo very funny! +
PM069 RAZOR FACE ANOTHER DAY This is an incredible music track !!
PM070 RHAPSODY IN BLUE Great conversion of Gershwin by Rob Baxter! 1M
PM071/72 SILENTS BLUES HOUSE (2) Tangerine Dream style music & game! +
PM073 SILENTS FULL POWER House it up music. Inc Remix of tricky disco. +
PM074 SOUND OF SILENTS This is a must ! Great atmospheric music!
PM078 TECHNOTRONIC REMIXES Pump Up the Jam and Get Up !
PM079 TECHNOTRONIX REMIX The songs remixed into one great track !
PM080 THE SOUNDS OF GNOME Mahoney and Kaktus music. 46 great tunes.
PM082a/82b VIVALDI - FOUR SEASONS (2) Superb 4 Seasons by Mr Baxter! +
PM087/88 HIS MASTERS NOISE Even better than the sounds of gnome !(2)
PM090/91 MOZART HORN CONCERTO'S 4 superb concerto's from H.Gannon +
PM092 PIANO TUNES 9 great Protrackered tracks from Andy Chilton! +
PM093 UTAH SAINTS REMIX What can you do for me remixed by Tony Hilton! +
PM095 HARDCORE III Brilliant techno dance tracks.
PM096 STAIRWAY TO HEAVEN & Send in the clowns & other tracks. Great!
PM098 ERASURE MIX Remix of erasures top songs.
PM100/103 MANIC RAVES II Fantastic 4 disk music set with Simpsons anim! +
PM104 500 THINGS COMEBACK 4 great rave type tracks, very well done! +
PM105/6 KEFRENS MEGAMIX (2)Fabulous dance music , Amazing quality +
PM112 TECHOMANIA II Eight essential hardcore tunes for ravers out there +
PM113 PROTON GATES OF TIME 6 nice pieces of music on this disk! +
PM114 UPROAR SPLIT BEAVER MIX Excellent dance music mix. +
PM115 CHROME Show off your amigas sound with this incredible music set (2)+

Slideshows

PS002 ADVANCE HAM A collection of brilliant digitised pictures with music +
PS003 AGATRON 5 Some superb HAM pictures, created by Tobias Richter. +
PS004 AGATRON 6 Incredible 4096 color ray traced S/S. Get this one! +
PS005 AGATRON 8 Excellent HAM pictures, with some good music too. Mega !
PS006 AGATRON 9 More of Richters superb works, again based on Star trek. +
PS007 AGATRON 12 Some more great pictures on this new disk. +
PS008 AIRCRAFT SLIDE Lots of pictures of fighter aircraft. +
PS009 ASTRONOMY SLIDE Nice pics of constellations, galaxies nebulae etc! +
PS013 BORN TO BE FREE Picture of wild animals this time. Very good quality+
PS014/15 BUTTERFLIES (2) High quality slidshow of butterflies, by WS +
PS016 C64 ART Lots of picture screens from the good old Commodore 64.
PS017 CHAINSAW SLIPPERS This one is Great, the pictures are naff but Mad! +
PS019 COLOURCYCLES A slide of colour cycled pictures. Very impressive. +
PS023 DEMONS III A quality S/S from C-Dryk of Demons, with music
PS025/26 DIVINE VISIONS (2) A S/S of Mythylogical gods with music +
PS030 FRAXION FUTURE VISION Great fantasy S/S, fab for lo res. +
PS032 GENOCIDE great fantasy slide with unusual fades & wipes & soundtrack.
PS033 GERMAN RAY_TRACE High quality ray traced pics by a german artist. +
PS045 KELLY S/S Some excellent quality HAM pictures. +
PS052 NAGEL PICTURES Hires pictures of girls, very arty. +
PS056 NEWTEK DYNAMIC HAM A S/S of Newteks new 640x512 4096 colors +
PS057 NEXT PIXILIUM Very nice pictures all done in Dpaint plus some music.
PS062 NW DYNAMIC HAM More from the Nik Williams series.Superb quality. +
PS063 PENTAGON & DRIFTERS Very high quality Hi-res B/W fantasy pictures.
PS064 PHOTMONTAGE I S/S on various subjects very nicely done. +
PS065 PHOTOMONTAGE II Another great slide of various subjects. +
PS067 RICK PARK'S ART Dpaint style pictures all done in Hi Resolution. +
PS069/70 SILENTS/CH 42 (2) This is superb, slides plus a great music track.
PS072 SUPER HAM CARS Superbly digitised S/S in Interlaced HAM. Mega!+
PS082/83 WRESTLE MANIA (2) Collection of picture and animations. Good !
PS084 WWF WRESTLERS Pictures of Hulk Hogan and the rest of 'Em. Great !+
PS086 SONIC DYNAMIC HIRES 5 Superb 4096 colour pics on this disk! +
PS087 ALTERED DECEPTIONS Superb disk of pictures from Chris Hill! +
PS088 EVOLUTION SLIDE Pics from one celled life to humanity?? +
PS090 FRACTALGEN Great fractal landscapes & star studded skies+ music! +
PS091/2 FRACTAL MOUNTAINS Superb 2 disk set of fractal pictures! +
PS093 VANISH 3D Awesome 3d ray traced picture disk! +

Music Utilities

PT001 ALGORYTHMS Midi program for synthetic music creation.
PT002 ART OF MED Disk full of Med music scores. +
PT003 ASI AUDIO MAGIC Collection of soundtrackers and ripping progs!
PT004 ASI AUDIO MAGIC 2 Latest collection of soundtracker programs!
PT005 CASIO CZ EDITOR Superb program + 250 patches for Casio CZ series. +
PT006 DELUXE MUSIC DATA Some scores need midi synths (Deluxe music)
PT007 FUTURE COMPOSER A chip music sequencer. Complex to use, but good
PT008 GAMES MUSIC CREATOR A music sequencer, similar to soundtracker.
PT009 IFF SAMPLES Great samples taken from the Kawai 1 digital synth!
PT010 JAMCRACKER Four channel chip music sequencer. Handles samples
PT013 MED 3.2 Very latest version of this superb sequencer. Great ! +
PT014 MED MUSIC DISK Some nice med music on this disk +
PT015 MIDI DISK Contains lots of useful midi programs for synth owners +
PT016 NOISETRACKER Music sequencer used by the pros. Stacks of functions
PT017 NOISETRACKER-EXECUTEABLE Convert modules to executeables
PT018 PERFECTSOUND SAMPLER Nice sample edit program with samples!
PT019 ROLAND D110 + S220 Converter program, convert Roland samples to IFF.
PT020 SAMPLES DISKS ST-01 TO ST-10 Various disks available ring for details+
PT021 SOUNDTRACKER 2.6 New release of this popular program, new editor
PT022 SOUNDTRACKER A superb four channel sequencer. Easy to use
PT023 SOUNDTRACKER COMPILATION Compilation of tracker type progrmas
PT024 ST-80 BEAST SAMPLES Lovely panflute sounds from Beast, Beast II
PT025/6/7/8 ST-90-93 SAMPLES DISKS Studio quality samples. Excellent !!! +
PT029 YAMAHA DX7 VOICE FILER Program for DX7 series synthesisers
PT030 YAMAHA DX7 VOICE SORTER For the above program.
PT031/2/3 ST-87 - 89 3 disk full of great samples! +
PT034/5 ST-97 & 98 2 more great disks full of samples! +
PT036 SAMPLE MAKER Allows you to create samples without a sampler! +
PT037 PROTRACKER 2.0 New version of well known music program!
PT038 YAMAHA DX100,TX81Z, DX27,DX11 & FB01 editors & librarian!

Amos Public Domain

APD036 + AMOS 1.34 UPATE Latest edition of the updater! +
APD062 + ARCADIA A nice version of the popular breakout game
APD076 + RAINBOW WARRIOR Paint with coppers and save them out!
APD083 + AMOS PAINT V3.7 Nice paint package in 2-64 colours.
APD085 + REVERSI + SNAKES & LADDERS 2 well known games
APD096 + PAIR IT Match the cards to make a pair,easy to play 1mb
APD103/4 + PICK UP A PUZZLE Solve jigsaw puzzles,3 difficulty levels
APD110 + CROSSFIRE Nice game, keep the kids occupied for ages.
APD115 + BALLOONACY Good version of the classic 'Bomber' game.
APD130 + THE WOODEN BALL A shareware game 1mb
APD132 + FAMILY HISTORY DATABASE Nice geneology program 1mb.
APD137 + TILE TRIAL Sliding tile puzzle to solve within a time limit
APD148 + DEMOLITION MISSION Another version of popular bomber game.1mb
APD176 + DATABASE MASTER V2.0 Nice database program, needs 1mb
APD180/1 + DUNGEON DELVER Roam round mazes collect keys etc (2 disks)
APD182/3 + PIXIE KINGDOM Another good exploration game on 2 disks
APD229 + AMOS MULTIPAINT Another Amos paint program!
APD230 + AMOS ASTEROIDS Four versions of the asteroids game.
APD231 + AMOK Your robot is trapped in a strange world 1mg
APD237 + SHAPES Very nice little puzzle game.
APD257 + CASSETTE LABELLER + MIXED SOURCE Make your own cassette s
APD271 + WIZARDS DOMAIN Nicely done graphical adventure game
APD284 + AMOSAGRAM Nice anagram program.
APD292 + WAR OF THE FOUR A shareware graphic adventure game
APD293 + GRAND PRIX SIMULATOR Not a race game,more of a simulation.
APD314 + BLACKJACK TRAINER A nice new blackjack game!
APD318 + BOING Get Herbert back home to his village!
APD325 HANGMAN V2 Hangman game with editor!
APD326 + HYPERBALL Latest version of woodenball, an exellent game!
APD329 + FRUIT MACHINE Quite a nice little fruit machine program!
APD333 + AMERICAN FOOTBALL RADIO VERSION You are a football coach!
APD334 + SNAKE IN THE GRASS Collect white mushrooms, avoid toadstools!
APD340 + KARATE WORM Very nice platform game, jumping over worms etc!
APD343 + SAVE THE TREES Stop the baddies destroying the trees!
APD347 + NOTEBOOK Easy to use notebook & shopping list program!
APD351 + ARCHIVIST 2.0 Demo version of a useful database program!
APD356 + POWERBASE V2.0 Demo version of a very powerful database!
APD362 + SQUAT'S REVENGE Operation wolf type game!
APD363 + CHAIN REACTION & CPU CHALLENGE 2 games
APD367 + WEIRD IN EDGEWAYS Circuit board based puzzle game! +
APD373 + COMPILER 1.34 UPDATE Update for the Amos compiler! +

Deja Vu Licenseware

LPD01 + COLOURING BOOK Colour in the nursery rhyme pictures
LPD02 + ARC ANGEL MATHS An educational game to help kids with maths
LPD03 + GALLEONS Follow up to the popular dogfight II game.
LPD04 + THINGAMAJIG Superb jigsaw style game for kids, easy to use
LPD05 + JUNGLE BUNGLE Icon driven adventure game for the kids
LPD06 + PUKADA & SPRITES Avoid all the baddies as you remove the tiles
LPD07 - FOUR WAY LYNX A 22 level puzzle to tiles to a main center tile
LPD08 + WORK & PLAY 3 really good educational games on this disk.
LPD10 + THE WORD FACTORY Great program helps the kids to spell
LPD11 + GO-GETTER A card game where you have to pass go.
LPD12 + HYPNOTIC LANDS catch balls coming down four different lanes
LPD13 + JIGMANIA A jigsaw solving puzzle & a jigsaw construction kit
LPD14 + PLAY IT SAFE For the very young, helps to teach safety at home
LPD15 + ARC ANGEL SHAPES Make pictures from a variety of shapes
LPD16 + REVERSI II New improved version of Reversi
LPD17 + DOGFIGHT II Up to an 8 player shootemup game. Great!
LPD18 + TOUCHSTONES An Ishido type game played with tiles
LPD19 + X-IT-50 Shoot objects across the screen
LPD20 - WORDY A basic Amosware wordprocessor program, quite good
LPD21 - QUINGO Great quiz game in which you play Bingo
LPD22 + LC10 FONTS New fonts for your Star LC10 / LC200 printer
LPD23 + ESP Collect the letters ESP
LPD25 - THE MISSION A great text adventure written in Hisoft basic
LPD26 + CYAD Collect the diamonds in this puzzle game
LPD27 + FLOWER POWER grow flowers before bugs munch them away.
LPD28 - BUDDBASE Simple to use database with tutorial
LPD29 + BIG TOP FUN 4 great educational games for younger children
LPD30 + SHYMER Nursery rhyme adventure game for young or old.
LPD31 + CLI PRINTER DUMP Prints a screen dump of the screen display
LPD32 - HARD DRIVE MENU SYSTEM Has menu of over 3,800 items.
LPD33 + CREATIVE ADVENTURE TOOLKIT Produce stand alone adventures
LPD34 + INVOICE PRINTER Quick production of invoices on paper
LPD35 + T-TECDRAW Technical drawing program with print facilities
LPD36 + FRACGEN II Great fractal program generator
LPD37 + ROCKET MATHS Help children in maths with this game
LPD38 + AMOS ART Contains lots of fonts,bobs,sprites & scenery blocks
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PSL2 - MR DIG, collect the apples and kill the monsters. 1MB. £3.00.

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SMAUG 156/157 - STAR TREK by Jimbo Barbers a brand new game. 1MB 2drives. £6.00. Full graphics, sounds.

PD679 - STAR TREK THE NEXT GENERATION V1.47 by T McIntosh.

PD681 - LLAMATRON by Jeff Minter Amega blast them to pieces.

PD682 - POMPOM GUNNER is a Pearl Harbour game.

PD683 - SEA LANCE is a highly classified stealth submarine GAME.

PD690 - REVENGE OF THE MUTANT CAMELS blast them to pieces.

PD693 - BATTLE CARS an excellent 3D filled vector car game where you control a car that can fire missiles.

PD663 - POWER WARS a kind of chess board game with space craft rather than traditional pieces. ***ROLLERPEDE*** is a mega shoot 'em up that fast and smooth a cross between the old games galaxians and centerpede. ***AMIGA TANX*** (1MB) a brilliant very colour and professional game for 2 players of warring tanks. ***JUMPER*** is a version of the old arcade classic Frogger where you are the green frog who has to first cross the busy road avoiding the cars.

PD677 - Quadrix a tetris type game but with tiles coming from 4 directions!

PD646 - Seven Tiles a mega game by Alpha Flight. A massive 10 screen ball game for 2 players.

PD648 - Gridrunner, Invaders, Rebound. 3 Mega fast games with a mega menu.

PD657 - Connex 4 and ***Flip It*** from PC Solutions! 2 very good versions of two classic board games Flip It is a version of Othello and Connex 4 of Connect 4.

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PSL 22 - SPECTRUM a blast away at the advancing aliens. £3.

FF395 - Dragon Cave V1.0 is a nicely done Sokoban like game for the Amiga. Features include sound effects, two or three dimensional graphics,100 levels .

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SMAUG 149 - MORIA V3.0 excellent full graphics adventure! 1MB.

PD233 - HOLY GRAIL adventure. 1MB.

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ANIMATION DEMOS

SCHWARTZ ANIMATIONS

FF413 - SWISS ARMY -16 In Combat, Stealthy Manuever II, Juggette. 1MB.

FF414 - BATMAN, LateNight,Terminal.

FF417 - COYOTE 2: The Road Test.

FF418 - AMY the Squirrel. 1MB.

FF423 - POGO to Mam'a'selle 1MB.

FF450 - AMY Vs Walker. 1MB.

FF490 - ANTI LEMMING 2MB.

FF504 - SHUTTLE COCK 1MB.

FF505 - THE DATING GAME 3MB.

FF617/618 - BEACH 2MB. £6.00.

PD667/668 - AMY v Walker 2. 3MB. £6.00.

PD669/672 - AMY at the Movies 2. 1MB 2 drives or 4MB. £12.00.

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SMAUG 132 - TELLSTAR One A long animation of 2 space ships very good quality. 1MB RAM.

SMAUG 135 - MARS FLIGHT a single seater space fighter flying over scenes froma habitated planet supposedley Mars.Requires 1MB.

SMAUG 136 - TWILIGHT a car with headlamps on driving along a road in a landscape. 1MB.

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SMAUG 150 - JET aircraft flying around a silver shiney ball inside a bubble. 1MB.

PD1 - WALKER I. Star Wars. 1Mb RAM.

PD2 - WALKER II. Star Wars. 1Mb RAM.

PD73 - STAR TREK Enterprise Dry Dock.

PD74 - STAR TREK space craft flying around in a circle.

PD76 - STAR TREK Shuttle landing on the SS Enterprise.

PD427 - STAR TREK Leave Space Office.

PD83 - SPACE ACE. Excellent.

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AMP7 - PERSONAL FINANCE PACK: thispack contains 11 programs that will handle just about every aspect of yourpersonal finances: Bank & BS account,Loans & Mortgages. £8.50!

PD499 - AMIBASE V3.76 database.

FF611/616 - TeX V3.1 the document processor and typesetting tool comes on 6disks only £16.50!

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FF543 - BADGER V2.05a reminds you of any important events that are 'due'.

FF372 - MAGNETIC PAGES V1.0 allows you to create a disk-based magazine.

PD674 - DEMOLISHER Disk 5 contains 207 utilities.

FF387 - BOOT in NTSC or PAL if you have 1MB Agnus chip installed.

FF425 - A-GENE V3.1 an excellent genealogy database. 1MB RAM

FF536 - CHEMESTHETICS V2.06 draws molecules using the calotte model.

FF429 - SCRUB spins drive for 30 seconds for use with disk cleaner.

FF434 - TYPING TUTOR.

AMP1 - HOME BUSINESS PACK: Text Plus the excellent wordprocessor and spellchecker, Visicalc the spreadsheet, RIM& JBase 2 brilliant databases. £8.50!

PD416 - NCOMM V1.9. ALL you need for communicating with a modem.

FF533 - BOOT GEN V3.4 creates menu for any 10 programs on booting.

FF527 - PICBASE V.36 organise all IFF pics display many on screen at once.

FF517 - CWTOY learn ***morse*** code.

FF494 - INPUT LOCK V1.1 lock/unlock keyboard with keystroke.

AMP4 - STARTER UTILITY PACK for the new Amiga user to give you just about everyutility that you probably will ever needPLUS the word processor Text Plus which will allow you to write a shopping list or a book! and the Database JBase which will allow you to store information on your disk about ANYTHING from awedding list to a name and address file!The utils include 4 file compressors, diskcopier, Dir Work the graphic interface forCLI, Virus detector and killer, Mouse utilitiesmany more. £8.50!

FF366 - PRINT STUDIO V1.2 print anytext file or picture & control printer.

TB6 - BIO RHYTMS life cycles.

TB9 - FASTMEM allows you to toggle ON/OFF your expansion RAM. FuncKey assign commands to keys F1 to F10.

TB16 - CLI WIZARD V1.2 is the mouse operated CLI replacement.

FF559 - ADDRESSER a name, addr, Tel database with labels + mail merge.

TB30 - MYMENU create your own menuon WB. Icon Meister editor.

FF342 - IE the icon editor that allows you to create icons upto 640 x 200!

FF568 - CALORIE BASE caloric and fat count on most foods useful for recipes anddaily total intake.

PD300 - MASTER VIRUS KILLER V2.1 recognises 124 virii!

PD641 - SUPER KILLERS anti virus disk recognises & destroys 146 virii!

TB31 - SHOWIZ show any picture with or with out your own controlling script.

PD93 - ARP V1.3 the Amiga DOS Replacement Project.

PD680 - EMULATORS by Cryptic UK has the following O.K. computer emulators: PC, ST, MAC requires additional hardware,QL, CPM plus DOS to DOS.

PD691 - 600 BUSINESS LETTERS just about every conceivable letter that you could want to send.

PD692 - IBM TRANSFORMER V3.00 a by Mr Face an IBM PC emulator that requires DOS on disk and is very good!

PD695/696 - WINDOWS BENCH V1.0by Mikesoft a brilliant Work Bench replacement. £6.

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FF228 - JAZZBENCH v0.8 is a multitasking WorkBench replacement.

FF558 - DISDF stops drive clicking when no disk in drive.

FF251 - DISK SALV V1.42 more powerful than Disk Doctor this utility will attemptto salvage data from bad disks.

PD304 - MESSYDOS handles MSDOS/ST formatted disks. Plus DirWork.

FF243 - PASSWORD V1.21 you specify your system security password.

FF279 - MRBACKUP V3.3 backup your hard disk to floppy fast and secure.

FF561 - SUPER DUPER disk duplicator.

FF555 - FLASH a brilliant multitasking disk copier that handles nibble.

AMI22 - PRINTER Driver Generator an easy to follw way to create a driver for your printer. Simply enter the correct codesfrom your printer manual.

FF495 - ANALYTICALC the powerful spreadsheet. 1MB.

LANGUAGES

PD211 - NORTHC V1.3 fully featured C compiler, linker etc..

FF503 - PCQ pascal compiler fully featured pascal compiler.

FF470 - BCF Fortran 77 V1.3c excellent fortran compiler.

FF519/520 - OAK LISP. Brilliant 2 disk version of Lisp. £6.00.

FF456/457 - CMANUAL V2.0. A book on 2 disks about C on the Amiga with 100 example programs & source code. Goes indepth in a straight forward way about all aspects of programming the Amiga in C. £6.

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AMP3 - GRAPHICS PACK 1. Mcad, ROT3D drawing program, VDraw the painting program, RayTracer plus utilities:Clip It!, FilterPix, screen and window to disksavers, icon editors and more. £8.50.

AMP21 - GRAPHICS PACK 2. Mse Mandelbrot explorer, Atari ST & Apple Mac to IFF converter, PopColours, pictureviewers. PolyGon, VIZ and KAL allow youto create weird screen displays. DBWRender raytracing.£8.50.

PD502 - C LIGHT Ray Tracing. A brilliant but basic ray tracing package for you tocreate amazing graphics!

FF523 - SCREEN JAEGER searches memory for any graphics and allows youto save or print the image or just look aton screen.

EDUCATION

AMP5 - OVER 10's EDSOFT PACK includes 2 excellent map drawing programs of any location on earth, Evofollows the evolution of life, ChemistryElement Periodic Table includes with detailsand graphics of all elements, UnitConversion is a program that allows you to choose all types of unit i.e length, time, weight, speed etc and then do conversionsand comparisons between them, plusmore!: German Language Tutor, Speakand spell tutor, Study AidCards, HermesFormula, Cloud, the weather, GEO Time, Gravity Simulator, FUNC2D, Gravity Well, Air Foil, Wave Maker and others. £12.50!

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AMP13 - VIDEO CLIP ART PACK contains dozens of excellent full colour images foruse in any package and of particular interest to those wanting excellent videographics! Includes back drops and framesfor creating quality titles. A special 3 diskpack for only £8.50!

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Lots of the above fonts come indifferent sizes giving you more fonts than indicated.

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PD458 - STAR TREKKER v1.3 - 8channels, MIDI, standard tracker interface sound tracker compatible, FM andAM sounds and more.

PD553 - SOUND TRACKER V4.0 the latest version of the original Amiga PD music program.

PD299 - MED V3.00 is a music creator much like Sound Tracker with more features.

PD281 - OKTALYSER V1.1 the music composer.

PD285 - GAME MUSIC CREATOR allows you to create music in the normal way but then save for use in your programs.Supports MIDI.

AMP11 - SONIX scores 5 disks £12.50

AMP23 - SOUND TRACKER modules 5 disks full £12.50!

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CIA2 - Men, women, A to Z, arrows, explosions, cartoons, pointing hands. £12.50.

CIA3 - Fruit, herbs, meat, arrows, special occassions, vegetables, kitchen utensils, cups and glasses, art deco andbreakfasts. £12.50.

CIA4 - More Art Deco, Babies, Boys and Girls, humorous, A to Z, scrolls, calligraphicornaments. £12.50.

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Disk labels: 100-£3.00. **Cleaning kit:** £3.00. **Mouse mat:** £3.00.



PD Update

Short on brass? Then why not sample some Public Domain software – more enjoyment for less money. **Pat McDonald** recommends.

DIPLOMACY V2

17 BIT 1722



Moving an army in *Diplomacy* takes three mouse clicks - two on the unit and one on the destination. Combat takes longer to suss out, and always involves three units.

Excellent strategy game this, closely based on the Avalon Hill board-game of the same name. The author (Steve Douthat) knows how to clone games properly though - the instructions on playing the game are not available on the disk, because they're proprietary to the board game. Even if you don't know how to play (and I certainly didn't) after an hour of mouse clicking you get the hang of it.

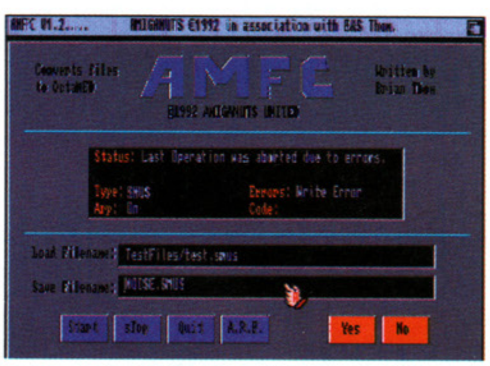
Diplomacy is designed for up to six players, who take control of England, France, Italy, Austro-Hungaria, Germany, Russia and Turkey. The game calendar starts in 1901, and the idea is to be the player with total domination of Europe. You can only build two types of units, armies and fleets, for control and domination of the land and sea respectively.

Each year is split into three turns - Spring, Fall (Autumn) and Winter. In Winter you can build units, the other two turns are for active campaigning. In order to build units, you need to conquer. There are enough minor provinces to accept small expansion, but sooner or later the armies clash, which is when alliances are formed and the social element comes into play.

The graphics are very good, hand drawn maps from the hand of Ken Edwards, and the documentation is reasonable. The best thing about this version is that you can edit it – you can design different maps, sides and scenarios, although I wouldn't recommend it for the beginner. It's great to see some good shareware products in the Domain.

AMFC

AMIGANUTS 1240



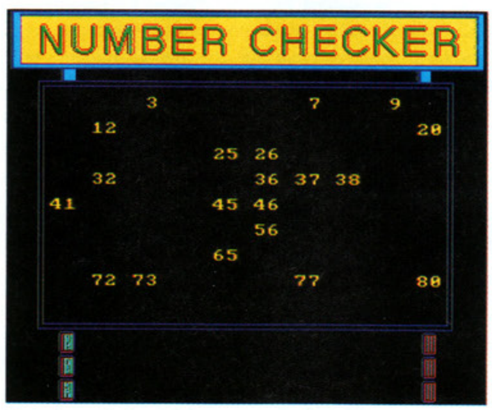
Although buggy, *AMFC* is extremely easy to use. It sometimes takes two or three attempts to convert a particular file. Hopefully future versions will fix this.

Amiga Music File Convertor, that's what. Really, this is only half finished and a bit buggy, but future releases should be better. As it is, *AMFC* will convert *SMUS*, *StarTrakker* and *Oktalyzer* song modules into MED format. In addition it will convert *NoiseTracker* modules into *Music-X* format - probably it's most useful feature at present.

Future versions have been promised which can do the same functions but in reverse - much more useful. Although the MED series are fine programs, there is plenty of software that uses the more standard *SMUS* or *NoiseTracker* file systems. Licenseware product - Amiganuts are the only official distributors.

BINGO V1.2

AMIGANUTS 1235



Eyes down, ladies and gents. Just call out the numbers, press the left mouse button and call the numbers until somebody wins. Then click the right button to start again.

I am constantly amazed at the number of people who want to play bingo with the aid of their Amiga. I mean, most people want to do conventional things with the machine - but bingo? Dave Brown heard the calls for help and wrote this. If bingo is what you want then this disk will do the job. It will even print out the cards before you start playing.

When "eyes down" gets called, the actual program will start printing up the numbers at the click of a mouse button. Needs minimal work to use, although you may have to set Preferences if you are using a printer. It doesn't appear to shout out the numbers (I could be wrong about this). Surely that's a job reserved for humans. Licenseware product (you're not allowed to give away copies) and good for a niche market.

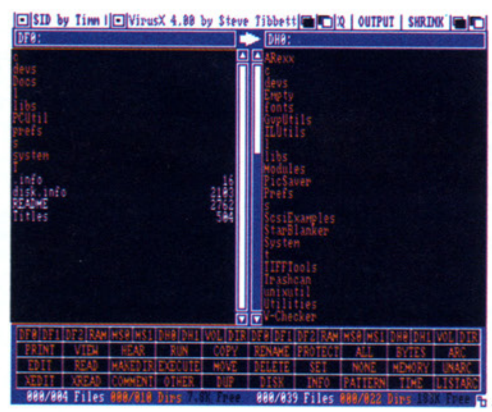
MESSYSID 2

VALLY PD PU080

This is a combination of two programs, *MessyDOS* and *SID 2*. *MessyDOS* is a very useful program indeed – it lets you read from and write to IBM PC formatted disks. Unfortunately it only works on Kickstart 1.3 machines or lower - which puts people with Workbench 2 in the shade. They'll be out in the sun again when Workbench 2.1 becomes available later this year (2.1 will be able to read and write PC disks anyway).

SID 2 is useful enough for everyone though. SID is a control panel, for doing all the mindless copying and disk upkeep that takes so long for people to type into the Shell. Instead, just click on the disk you want to copy from, then again on the file you want to copy, then on where you want it to go. Takes the sting out of playing with disks and files.

In addition, *SID 2* can do other useful things like display pictures, play sound samples or type ASCII files directly to the screen. It doesn't have the flexibility of the Shell, but neither does it have the headaches, so if you're still beginning to explore disks and setting them up, it's a very good buy. If you have a hard drive though, be warned that this version doesn't have any icons at all to click and drag – but *SID* will recognise a hard drive formatted as DH0:, which should help. Well done Jeff Tullin for putting it all together.



***SID 2* is one of the most helpful programs if you are a complete clutz with the Shell. Look at disks, copy files, run programs, view pictures – all at the click of a button.**

LSD GRAPEVINE 9

PORT ONE PD DM013

If you want the best presented (if biased) PD disk magazine, this is the one to get. If you want some ideas on presentation, ease of use and so on, again *Grapevine* is the one to plagiarise from; but don't nick the actual software, just the look and feel, because it's the best.

What do you actually get on the disks? Lots and lots of different articles, actually - more than 150. The subjects range from an interview with a carrot and ten things to do/not to do on the toilet, up to pretty informative stuff like a fairly in-depth explanation of the different modem protocols and a really interesting interview with games music writer Alastair Brimble.

There's tons and tons more stuff, like the Grudge

Continued on Page 172



Pazza and Shagratt of LSD, having a brief read at the recent 16 Bit Show. Notice the very user-friendly control system at the bottom – it's so easy to browse this disk.

13/Hangar 17 "captured aliens" report, how to write machine code that should work with Kickstart 2, a roundup of all computers that can produce sampled sound, Essex girl jokes, toilet humour and so on. I smiled when I saw the criticisms and put-downs relating to me; to err is human, to forgive is impossible for a high-strung PD nut called Treasure Island.

Rather than list it all (I haven't really scratched the surface yet) I will give a few warnings. For one thing, the text is liberally laced with obscenities, so don't buy it as a present for your granny or your children. It would have been best if some sort of warning had come up when the disk was booting. Another thing is that there is rather a lot of tedious stuff on demo groups and coders, but then it is their magazine. Very absorbing all the same – comes on two disks and doesn't work on the A500 Plus.

PUGGLES

17 BIT 1872

This is a brilliant arcade game, dressed up a little for the Nineties. It's based on a very old game called *Q*Bert*, where you have to hop around a series of blocks. Every time you land on a block, it changes colour. The idea is to turn all the blocks the same colour, and so progress to the next level.

The Hidden, the team of people behind *Puggles*, have added some cutesy graphics and intro screens. OK, they're not up to Psygnosis' standards but they are much better than you'll find on any other PD game or a lot of commercial stuff. A plot has been added, in which you are Puggles, out to save Pugette from an evil dragon (how many good dragons do you see in games? Not enough for my liking matey).

Before you get to the game proper, a quick sub game takes place. It's just a question of dodging the odd bad guy and staying alive. No problem/.

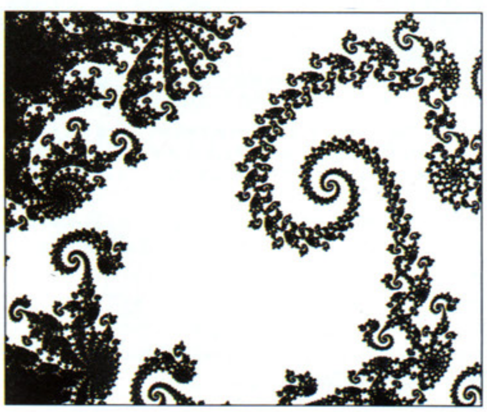
Do make sure that you play it with a responsive joystick, because the nasties crawling over the blocks have a nasty habit of following you. Just the thing to build up the old adrenaline level,





Playing *Puggles* requires both skill and quick thinking. It's no good to go hopping from block to block, using luck to dodge the bad guys. Bottom right is a shot from the dodgem section – quite boring to look at but it's fast!

FRACTAL LABORATORY 2



***DEM* fractals tend to be both mono and very intricate. How many spirals can you see hear? Hundreds? Thousands? An accelerator recommended if you use it.**

EDLIB 16A

This is representative of what smaller, newer PD libraries are doing. Rather than collecting every single disk they can, then putting out a catalogue in which programs are repeated several times, *EdLib* have a small collection of specialist disks, which are well setup and quite different.

As you may have guessed, *Frac Lab 2* is a collection of fractal drawing programs, but before you throw your hands up in disgust, this particular collection contains some pretty rare programs, not often seen in other PD collections, and very rarely on the same disk.

FCS (Fractal Construction Set) is for finding and drawing new Iterated Function System fractals. These are basically codes, each consisting of six different numbers. *FCS* is great for the fractal student, but totally incomprehensible unless you understand the theory behind it. Garth Thornton (the author) has at least included some IFS codes to get you started.

FracGen is much easier to get to grips with. By simply altering the basic fractal on-screen (it consists of a few straight lines, which you can add to and distort very easily) you can draw an almost infinite variety of different fractals. You don't need to be particularly smart to get this one to draw pretty pictures – although it's of limited use to the serious fractal head. Well done Doug Houck.

IceFrac and *DEM* are both by the same programmer, Lars R Clausen. *IceFrac* can draw fractals using diffusion limited aggregation, a posh name for the mathematics behind crystals and the shape of lightning bolts. Stunning results, but *IceFrac* is a memory hog - 1Mb doesn't seem to be enough. DEM draws black and white fractals in high resolution – very precise fractals, and there's a 68020 accelerator version too.

The *MandFXP* demo is a cut down version of a commercial Mandelbrot drawing program from CygnusSoft, the power behind the highly popular CygnusEd text editor. It's fast, very easy to use, and although maybe not as fast as *MandelVroom* at large scale; zooming in seemed more rapid with *MandFXP*. Who cares? Mandelbrot drawing programs are looking very passe now.

Finally, there is Pyth, which draws Pythagoras Tree and Plama, which produces plasma fractals but cannot be altered without a C compiler and a copy of *PowerPacker*. Andreas Krebs and Roger Uzun are the responsible parties. It's a shame that both are just demos, in that you can't alter the parameters that they draw fractals from. The reason why is because they were done as university projects, rather than being fully-fledged releases. Contacts are included for all the programmers whose work graces the disk.

Like I say, most if not all of these programs have been seen before (I don't think I've seen *FCS* before). But if you want the best collection of oddball fractal programs, this is the disk to get.

CONTACT LIST:

All the Public Domain programs and utilities reviewed here can be obtained from the following PD libraries.

17 BIT: 2-8 Market Street, Wakefield, West Yorkshire, WF1 1DH, 0924 366982

AMIGANUTS: 169 Dale Valley Road, Hollybrook, Southampton, SO1 6QX

EDLIB: Scotland Farm, Stockwood Road, Brislington, Bristol, Avon BS4 5LU, 0272 723489

PORT ONE PD: 26 Hen Lane, Holbrook`s, Coventry, West Midlands, CV6 4LB, 0203 680016

VALLY PD: PO Box 15, Peterlee, County Durham, SR8 1NZ, 091 587 1195

TOP TEN UTILITIES OF THE MONTH

Every month, we look at the best-selling utility and game PD disks from a particular library, so you can see what's popular...

AMIGANUTS

1	OctaMED
2	Amibase III
3	Amiga Coders Club (various)
4	AGene (Full Version)
5	TBAG (various)
6	Kefrens Powermenu
7	SID V2
8	Golf Recorder V3
9	Edword 2.2
10	Amicash Pro

RICOH PCL5 LASER PRINTER

Ricoh UK Ltd is part of the worldwide Ricoh Group of companies, originally established in Japan, in 1936. With a turnover of over $5 billion and 37,000 plus employees, Ricoh has been producing computers and peripherals since 1971. They are renowned in the industry as pioneers in the field of Office Automation Equipment and have won many awards for outstanding industrial design. Ricoh have employed all their expertise to produce a 'first' in laser printers for the worldwide market, the LP1200 with FLASH ROM.

Fully HP LaserJet III™ compatible, the new LP1200 laser printer employs industry proven laser technology. Unlike LED page printers, which use light emitting diodes, the LP1200's laser lightsource, focussed by high quality lenses, is able to produce the most accurate and intense printed images. It has 2Mb of RAM built-in and requires no additional RAM to print a full A4 page of graphics. Its fast, efficient processor and engine, together with straight paper path design, allows printing at a full 6 pages per minute. Unlike its competitors, this advanced laser engine enables the LP1200 to address a range of print resolutions up to 400dpi. A printer driver is scheduled for release in late May, to enable the Ricoh LP1200 to print at 400dpi from Windows 3.

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  For connection to PC compatibles and other computers
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  8 hour response

The Ricoh LP1200 is a genuine laser printer and not an LED printer. Make sure you check out the competition!

See how the Ricoh LP1200 compares to its Laser Printer Competitors

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Average Street Price (*expected)	£569	£699	£699*	£699
Official RRP	£945	£1,179	£1,099	£1,195
Maximum resolution in dots per inch	300x300	300x300	300x300	400x400
Windows 3 Driver @ 400 dpi (May)	-	-	-	YES
Print Speed	6ppm	4ppm	4ppm	6ppm
Straight Paper Path	YES	-	-	YES
PCL 5 Printer Command Language	-	YES	YES	YES
HP-GL/2 Vector Graphics included	-	YES	YES	YES
Resolution Improvement/Enhancement	YES	YES	YES	YES
Full A4/300 dpi graphics with standard RAM	-	-	-	YES
Warm Up Time	<45 secs	<60 secs	60 secs	45 secs
First Page of Text Output	<20 secs	<40 secs	34 secs	<15 secs
Document Description Language included	-	-	-	YES
Flash ROM	-	-	-	YES
Upgradable Firmware	-	-	-	YES
IC Card Slot	YES	-	-	YES
Scalable Resident Fonts - in HP LJ III Emulation	-	8	8	8
Resident Bit-Mapped Fonts	11	14	14	14
AGFA Intellifont Scalable Font Technology	-	YES	-	YES
HP LaserJet III Emulation Included	-	YES	YES	YES
EPSON FX Emulation Included	YES	-	YES	YES
IBM ProPrinter Emulation Included	-	-	YES	YES
Standard Tray Capacity	100	70	100	100
Protective cover on standard tray	YES	-	YES	YES
Cost per copy*	1.65p	2.00p	1.71p	1.65p
Min-Max Paper Weight in gsm	60-157	60-105	60-120	60-157
Able to print on OHP Film	YES	YES	YES	YES
Able to print on card (157gsm - Manual Feed)	YES	-	-	YES
Auto Sensing on Parallel and Serial ports	YES	-	-	YES
Standby -Noise Level	<40dB	31.7dB	<35dB	<38dB
Printing -Noise Level	<50dB	43.3dB	<46dB	<48dB

*As quoted by manufacturers - 2/4/92 E & OE

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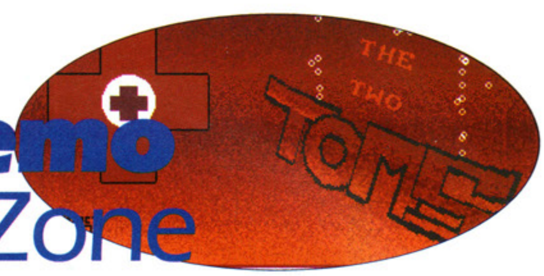
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PD Demo Zone



Weird animation and come backs galore! Chuck, 500 Things and Two Toms return to the scene and some other coders just have a muck about. It can only mean one thing! **Maff Evans** has opened his big bag of PD demo disks to put together the latest selection of top musical and graphical entertainment.

500 THINGS I'M JESUS, I'M GOD, I'M SATAN

17 BIT, DISK 1728



A gloomy, grainy picture backs up the music in this hard-hitting, industrial music disk from noise-master Nic Cusworth. And thanks for the name check.

Nic Cusworth makes a welcome return to the PD circuit with his second offering under the name 500 Things. This time, he goes for a title very much in the vein of American noise-industrialists, Ministry, with the heavy religious slant adding menace to the disk before the music even plays!

The disk contains two tracks produced using Oktalyser. The first is Neo-Everything, a fast, brash affair with a rigourous back-beat littered with mega-phone vocal samples and screams. The track is very much in the style of Canadian band Front Line Assembly (in fact anyone having heard the albums Caustic Grip and Tactical Neural Implant will already be familiar with the feel of the track).

The second track, (This Whole Place is) Going to Hell, is less harsh than the first track, concentrating more on a claustrophobic atmosphere than the steam-hammer rhythm of Neo-Everything. Going to Hell consists of a steady, dub-style rhythm (reminiscent of early MC 900 Foot Jesus) surrounded by distorted radio noise and crunch-guitar samples, but the black leather and combat boots feel is still there!

There is very little in the way of visuals to back the music, but this is after all a single on a disk, not a video, and how many people wouldn't buy a single that they like just because the cover wasn't very good? The music stands up very well on its own and the disk should find its way into the collections of cyber-industrial noise fans without hesitation. By the way, if anyone from labels such as Devotion, KK, Play it Again Sam or Third Mind is reading this, get the disk, sign him up, give him some time in a studio and watch the money roll in!

TWO TOMS – IT'S A FINE DAY

17 BIT, DISK 1725 (TWO DISKS)
REQUIRES TWO DRIVES

The leaders in converting hit songs to the Amiga have returned with three new demos. This first offering is a full version of the recent chart single It's a Fine Day from Opus III (you know, that bunch fronted by the girl with Fimo clay in her hair). As with the previous Two Toms releases, the song sample is loaded from disk as it plays, requiring a second drive to listen to the last half of the track. While the music plays, a rather nice sunset scene is displayed, complete with a moody island silhouette to capture the dreamy feel of the song.



The sun sets on a fine day to capture the mood of the Opus III track sampled by Two Toms on their latest demo.

If you liked the original single, then you'll no doubt find this interesting, since the whole song is there and it has been extremely well sampled with no clicks, buzzes or any other distortion. However there has been nothing done to the track to make the demo stand up on its own merit. The interest span for this kind of demo isn't going to last too much longer, unless singles disappear entirely – which isn't completely impossible (moan, whinge).

THE SWORD OF TIPU SULTAN

NBS, DISK S556

Think of a disk that combines a cynical view of the state of the world with Monty Python. Hard to imagine, isn't it? Well that's exactly what off-beat coders Chain-Saw Slippers have done for the Sword of Tipu Sultan demo.

After a brief cinema certificate intro sequence (it's a 15 certificate, so no kiddies) a slideshow influenced by the introduction to Monty Python's Architect Sketch appears. After passing a bedroom window and chancing across a UFO, the Amiga's Godbench is loaded for a comment from the almighty himself – and he isn't too happy about what the human race is doing to the planet, I can tell you! In fact he's planning to send down something particularly horrible to sort everyone out, but you'll have to watch the disk to find out what it is.

Once this is over, some more rather strange clips are loaded, including adverts for a Chainsaw Slipper wig and a spoof on Genesis, along with odd little animations starring all manner of TV celebrities (including Paul Daniels).

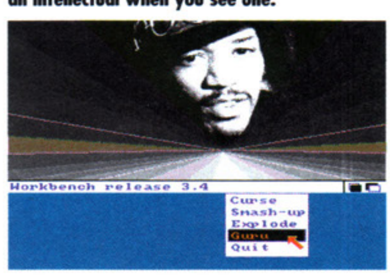
***The Sword of Tipu Sultan* (whatever the title means) is certainly an odd little demo. The sense of humour is particularly silly, but there is an underlying message of good sense which makes the whole thing worthy of a little more respect than the usual daft demos. Technically, the animations aren't the best seen on an Amiga, but the whole thing has been put together with enough enthusiasm to make it work (in its own way). For a moral message (and a bit of a laugh) then have a look for yourself (if you're over 15 – remember the certificate).**



Would you follow the advice of this group of individuals? Of course you would. You know an intellectual when you see one.



TV would be in a bit of a state if all the presenters looked like this, but anything is possible in a PD demo.



I never knew there was so much in it! A glimpse of the guru behind the Workbench – backed up with suitable sitar music.



Look classy! Win friends! Influence people! Be laughed off the streets! You can achieve these things with the Slipper Chainsaw Wig.

TWO TOMS – OBSESSION

17 BIT, DISK 1726 (TWO DISKS)
REQUIRES TWO DRIVES



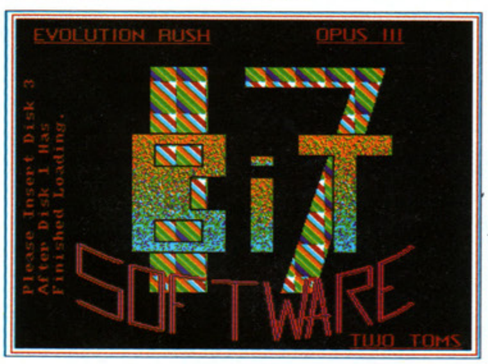
What's this supposed to be a picture of, eh? Is this what obsession looks like? Maybe it does to Two Toms...

For their second offering, Two Toms have plumped for a conversion of the latest single from weird European dance band Army of Lovers. Some find their brand of over-the-top, camp Euro-disco highly entertaining, whereas others just find it a laughable piece of piffle. Whatever your point of view, this conversion may give them a little more exposure to the British public (provided they have Amigas).

The demo is of the usual Two Toms form, playing from disk with a picture displayed to back up the music. Unfortunately the picture for this one is a little gaudy and strangely coloured, but the sample is of the usual high quality we've come to expect from Two Toms, so if you like the original music it's worth checking out.

TWO TOMS – EVOLUTION RUSH

17 BIT, DISK 1727 (THREE DISKS)
REQUIRED TWO DRIVES



Not much evolving going on here, unless you happen to be an anthropologist studying PD software libraries. That's pretty unlikely though.

The third demo from Two Toms is a little more ambitious than their previous efforts, since it comes on three disks instead of the usual two (gasp). The tune is another track from Opus III. This time a lesser known song, Evolution Rush, has come in for the treatment.

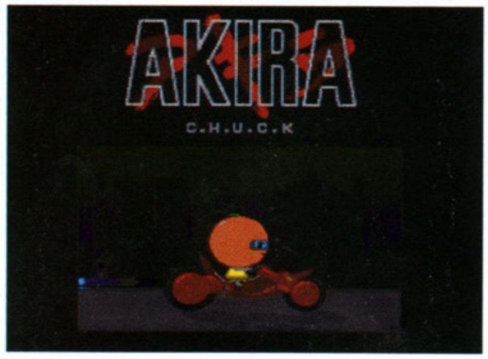
The picture that accompanies the demo is one of the oddest (and perhaps least interesting) pieces of artworks yet featured on a Two Toms disk, using some very gaudy colours to display a rather dodgy 17 Bit logo along with the credits and song name. However, the sampling quality is up to their usual standard, the only difference with the demo being the fact that you have to swap disk three with disk one while the second disk is playing.

CLASSY ANIMATIONS 1992

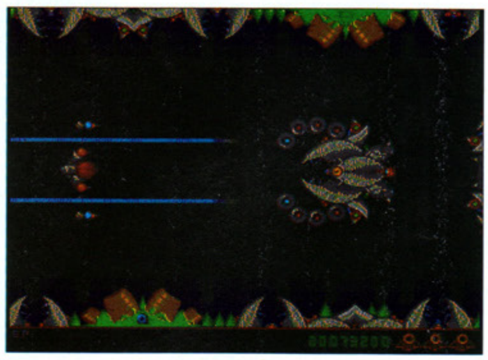
NBS, DISK H686

After saying that he has abandoned this kind of animation, Steve Packer has returned to the style we know and love to bring us more little clips featuring that great PD hero, Chuck.

If you're not familiar with the style of Steve's *Classy Animations*, they're pretty simple looped anims set in a frame in the middle of the screen. For the most part, the anims are fun little clips in a fairly jokey style, with Chuck and other similar cartoon characters messing about in a number of locations. The intro animation features a bouncing monitor with a spaceship whizzing over a parallax background, while other clips include another of Steve's shoot-em-up guardians along with Chuck turning into a werewolf, being fired from a cannon and taking part in one of this column's favourite animations, *Akira*. For ardent Chuck fans, there is also a profile on the little chap.



Not content with starring in his own cartoons, Chuck makes a bid for stardom in the Japanese epic, *Akira*.



Shoot-em-ups depend on decent graphics to be impressive, so Steve Packer shows the kind of stuff he can do in the field of games, that is, not grass.

Long-time readers of ***AMIGA FORMAT*** will know that we're great fans of Steve Packer's work, from his first collection of Classy Anims right up to his more cyberpunk Optimum Pressure Crisis clip (which, incidentally, is now available in a one meg, enhanced version). For a while it seemed that we would not see any more clips featuring Chuck, but this disk marks a welcome return to the round-headed hero. Celebrations all round, methinks!

OH NO! MORE CLASSY ANIMATIONS

NBS, DISK H692

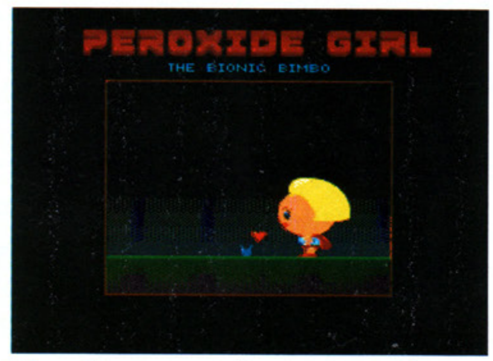
Blimey! Just when we've finished celebrating the arrival of a disk featuring Chuck, another one appears! What good news!

This disk is in the usual format (pressing a number to load a looped animation) and features Chuck scuba diving, climbing K2 and taking part in a spoof on one of Jeff Minter's old games, *Ancipital*. As an added extra, a new character named Peroxide Girl makes her debut in a short clip, with a promise of starring roles in future *Classy Animations*.

As ever, the artwork is smooth, well animated and amusing, showing that when it comes to small cartoons, comic characters (and maybe game graphics, if any software houses are reading this) Steve Packer is certainly a force to be reckoned with. You never know, we could soon see Chuck starring in his own game. That would be good fun!



Ever the daring adventurer, Chuck is inspired by the recent film starring Michael Biehn to go out and climb K2.



A future PD cartoon star in the making? You never know, Peroxide Girl could be the very next Wonder Woman (but then again...

CONTACT:

NBS: 1 Chain Lane, Newport, Isle of Wight PO33 2QQ

17 Bit: 1st Floor Offices, 2-8 Market Street, Wakefield, West Yorkshire WF1 1DH.
Tel: 0924 366982

TOP TEN DEMOS OF THE MONTH

Just so that you know what's in and what's not we ask a Public Domain library to tell us the numerical order of the flavours of the month...

NBS

1 Alcatraz Oddessy
2 At the Movies 2
3 Classy Anims 92
4 Extradyne One
5 Alcatraz Megademo
6 Andromeda: Decaying Paradise
7 At the Beach 2
8 Hardwired
9 Rave Generator
10 God Demo

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LPD 17 DOGFIGHT II - Aerial combat for up to 8 players (1 MB) (P)
LPD 19 X-IT-50 - Very good puzzle game (P)
LPD 20 WORDY - Good word processor - simple to use
LPD 21 QUINGO - Quiz game which plays bingo! (1 MB)
LPD 22 LC10 FONTS - includes font creator (P)
LPD 23 E.S.P. - recommended game! (P)
LPD 24 SHINING WAY OF KUNG FU - super quality Beat-em-up game on 2 Disks (1 MB) (P)
LPD 26 C.YA.D. - Brilliant puzzle game! (1 MB) (P)
LPD 27 FLOWER POWER - Good kids game (1 MB) (P)
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LPD 32 HARD DRIVE MENU
LPD 33 ADVENTURE TOOLKIT - create your own adventures (1 MB) (P)
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LPD 44 FORMULA ONE - Highly recommended game (1 MB) (P)
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LPD 47 DIRTY CASH - the best Fruit machine (1 MB) (P)
LPD 50 MAGPIE CLIPART 2 - more original pictures! (! MB) (P)
LPD 51 MAGICAL YOUNG ARTIST - Super colouring book for youngsters, over 30 pictures ! (P)
LPD 52 LC24 FONTS DISK (P)
LPD 53 MAGPIE CLIPART 3 (P)
LPD 54 MAGPIE CLIPART 4 (P)
LPD 57 KIDS CLIPART 1 - Lots of line-drawn images (P)
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PDD 016 Robocop Demo (P)
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PDD 052 Hatrick # 2 "Smashing day out" (P)
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PDD 070 Rebels Megademo
PDD 072 Red Sector Demo # 4
PDD 075 Scoopex Demo
PDD 076 Scoopex Megademo (P)
PDD 096 Magnetic Fields Demo # 36
PDD 097 Predators Megademo (2 Disks)
PDD 098 Safe Sex Demo (P)
PDD 107 Budbrain # 1 (2 disks) (P)
PDD 115 Magnetic Fields Demo 3 40
PDD 130 Chubby Brown Demo (P)
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PDD 134 Magnetic Fields Demo # 45
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D294 - Life Of Brian (P) (2 disks)
D297 - Anti Lemmin Demo (2 Meg) (2 disks)
D298 - Robocop Animation (1 Meg) (P)
D300 - Silents: Ice Demo
D254 - Virtual World (1 Meg)
D150 - Windsurfer Animation (P)
D315 - Mr Potato Head (1 Meg) (P)
D316 - Creature Comforts Demo
D318 - 3D Pinball Animation (1 Meg) (P)
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D002 - Walker 2 (1 Meg)
D003 - Walker 3 (1 Meg)
D004 - Cool Cougar (1 Meg)
D012 - Rebels Megademo
D014 - Space Ace Demo
D023 - Stealthy 2 Anim (1 Meg)
D028 - Budbrain Mega Demo (2 disks)
D047 - RAF Megademo (2 disks)
D045 - Arse Wipe Advert
D059 - Red Sector Megademo (2 disks)
D062 - Red Sector Cebit 90
D077 - Good Morning Vietnam
D088 - Silents Megademo
D095 - Outsiders Acid Demo
D115 - Vision Mega Demo 4
D127 - Chubby Brown
D134 - Garfield Demo
D147 - Neighbours Slideshow
D148 - Viz Slideshow
D151 - Robocop 2 Slideshow
D153 - Epic Game Demo (1 Meg)
D158 - Operation Vark
D160 - Exodus Real 3D (1 Meg)
D163 - Probe Sequence
D164 - Slycath Amazing Demo Comp
D168 - Horizon Mega Demo
D169 - Budbrain Mega Demo 2
D176 - Jasper Carrot Demo
D184 - Dragons Lair 2 Demo
D185 Wrath Of The Demon Demo
D187 - Batman The Movie Demo
D251 - Decaying Paradise (1 Meg)
D264 - Hardwired (1 Meg)
D225 - Phenomena Enigma (1 Meg)
D231 - KGB Mega Demo (2 disks - 1Meg)
D237 - Silents - Global Trash
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D284 - Odyssey - Alcatraz (5 disks)
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D327 - Greatest Demos Vol 1
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D333 - Greatest Demos Vol 3
D345 - It Came From The Desert Demo
D346 - Harry Meets A ST Owner
D347 - Shuttle Cock Animation
D354 - NASA Slideshow
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M016 - Micromix 2
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M023 - Titan Trax 1
M026 - Amiga Charts Mix 5
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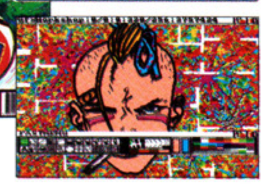
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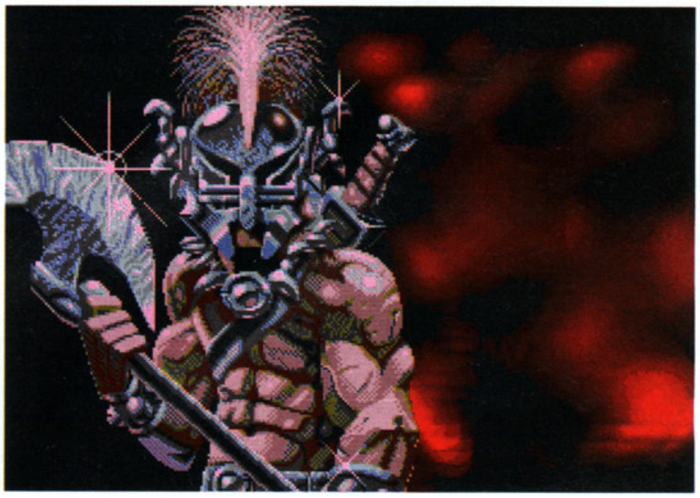


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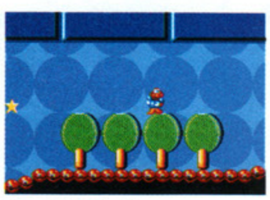
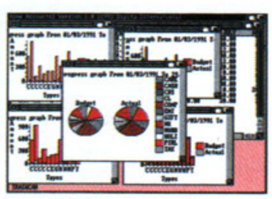


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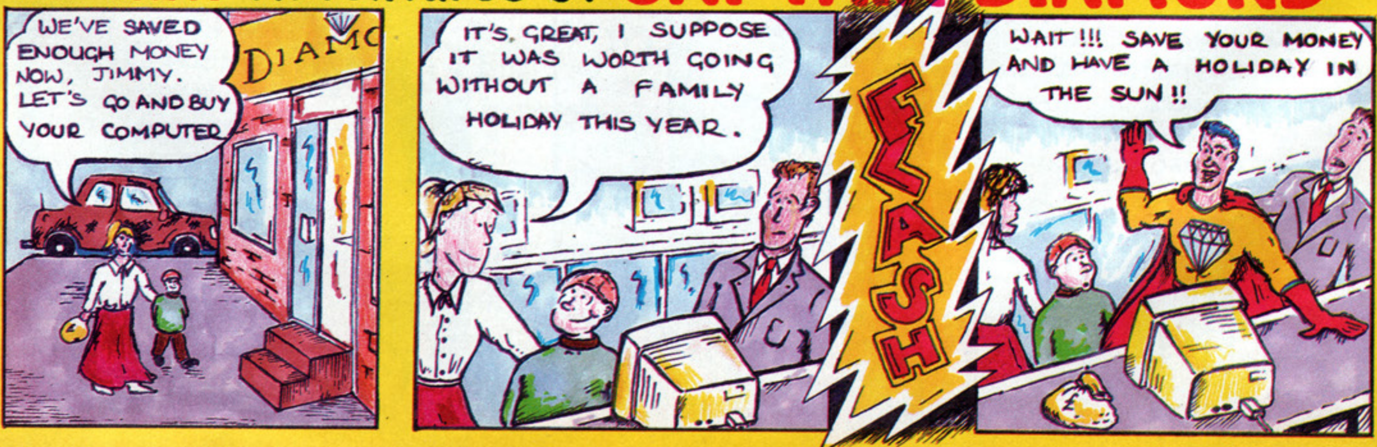
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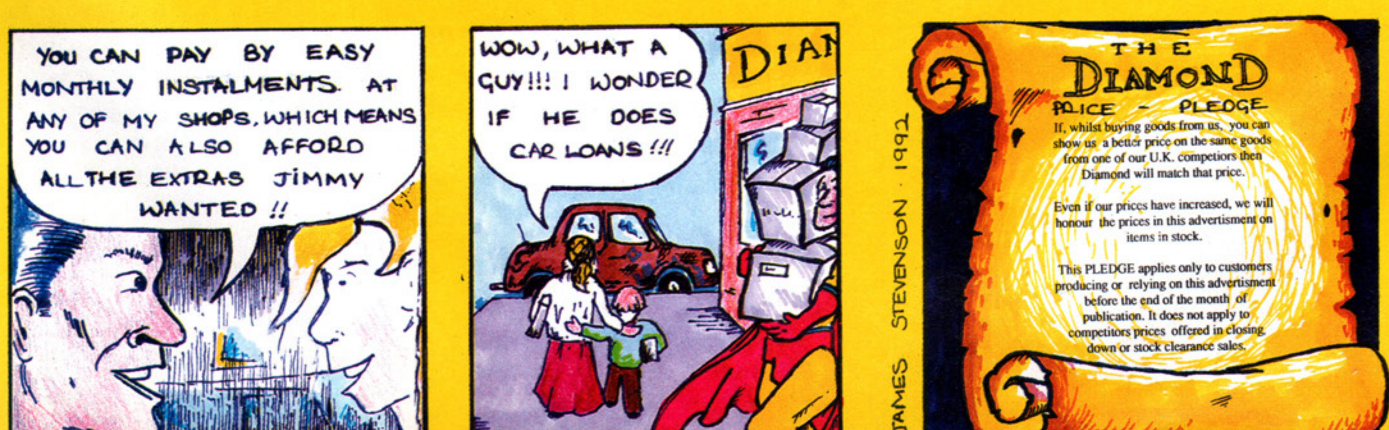
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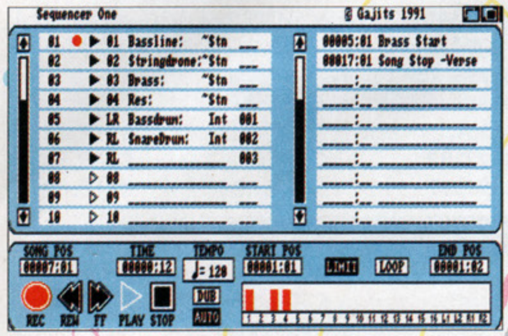
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***Sequencer One*, the excellent beginners' music program we gave away with Issue 30. If you missed out, get it now from our Back Issues department on Page 184!**

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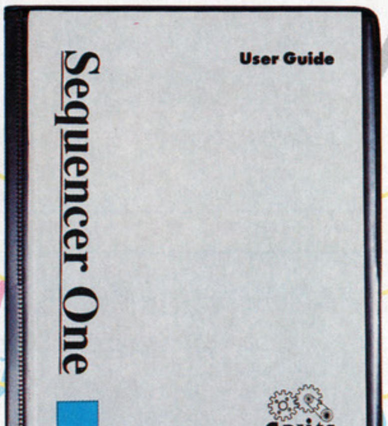


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Description	Price	Order No
Sequencer One Plus	**£39.95**	**AM235**



SEQUENCER ONE USER GUIDE

Contains not only the full program User Guide but also a personal User Registration Card. The User Guide includes a beginners' introduction to sequencing and MIDI, lots of helpful illustrations and examples, and a full index. The User Registration Card entitles you to free update information and the Gajits Telephone Helpline support service. You can benefit from all of this for the special price of only £6.95!

Description	Price	Order No
Sequencer One User Guide	**£6.95**	**AM236**



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A collection of five volumes of IFF format digital sound samples for use with *Sequencer One* and *Sequencer One Plus* (as well as other programs using IFF samples). Each volume contains up to 80 high-quality samples and includes a specially-written demo song to demonstrate the capabilities of the samples. There are five volumes to collect:

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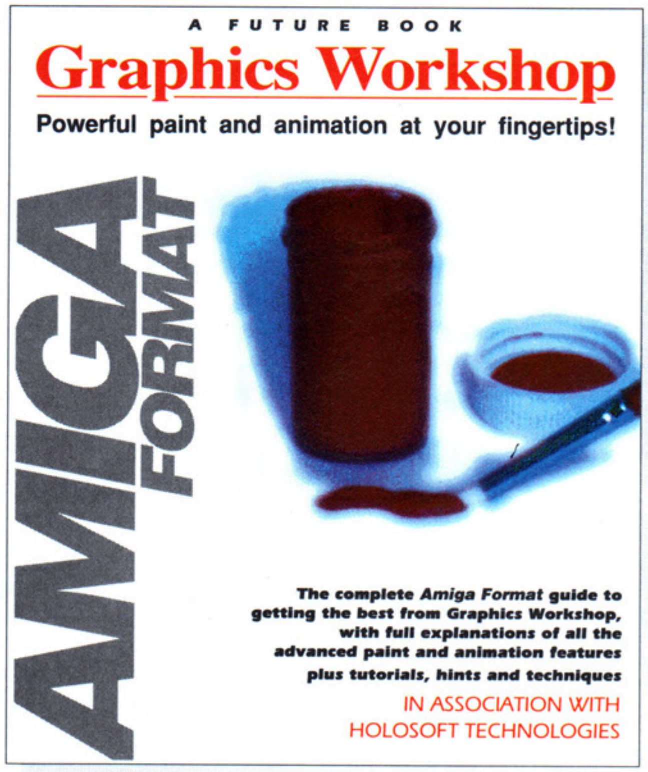
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Graphics Workshop



***The Graphics Workshop*, which we gave you for practically nothing on the Coverdisk of our Christmas Special issue, is a powerful paint and animation program. In no time, you'll discover what an excellent package it is, and want to use it more. Why not get the most out of it by buying the full instruction book and tutorial guide, specially rewritten by *Amiga Format* !**

AND REMEMBER!

If you missed out on Issue 30 and your copy of *Graphics Workshop*, you can order the magazine from our back issues (Page 164) for only £5!

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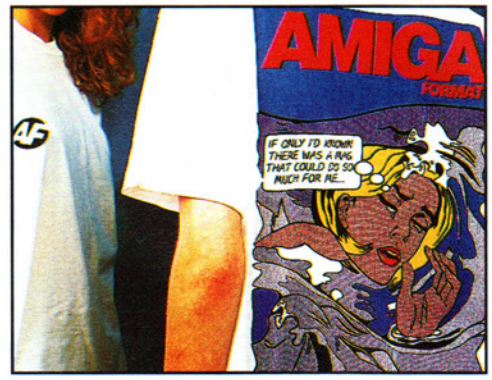
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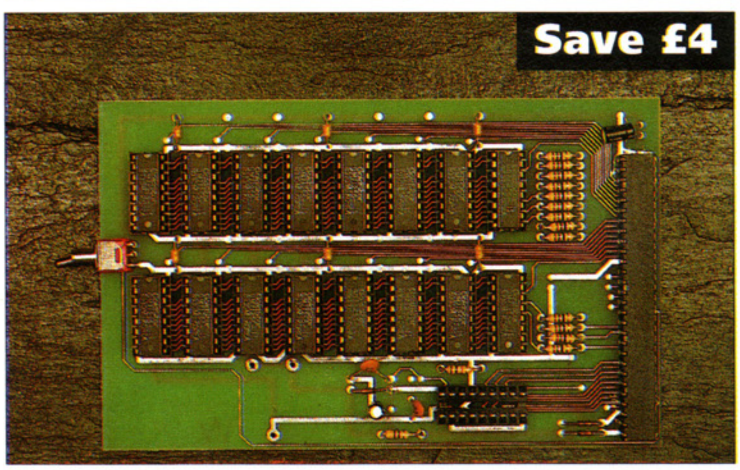
The exclusive limited-edition ***Amiga Format*** T-shirt is now available to ***Amiga Format*** readers. It features the 'Lichtenstein' pop-art cover of Issue 20 in a large four-colour back print, new logo on the front.

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Description	Price	Order No
512K RAM Expansion	**£25.99**	**AM237**

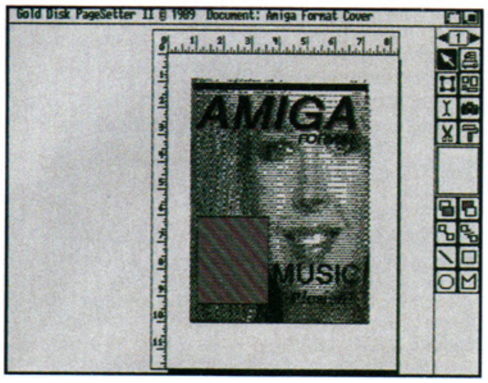
Fun School 4



AMIGA FORMAT STAR BUY

The latest versions of the top-selling home educational programs are here! The *Fun School* series aims to teach basic skills to children via enjoyable games. The new series comes in three different flavours, aimed at three age groups: Teddy looks after the under fives, Freddie the Frog caters for the five-to-seven year olds, while Sammy the Spy is there for eight-to-elevens. Each age level has six different games, which teaches and tests different facts and concepts.

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PageSetter 2

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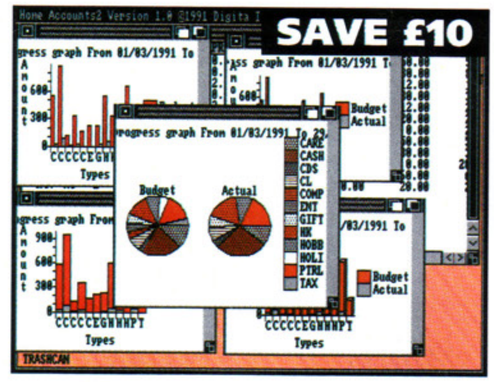
Description	Price	Order No
PageSetter 2 upgrade	**£50**	**PAGE UP**



Celtic Legends

Huge, beautifully-presented and intriguing game based around a board-game-style hex system, with the emphasis on combat. Absorbing and intelligent: rated 85 per cent in ***Amiga Format*** Issue 30.

Description	Price	Order No
Celtic Legends	**£23.99**	**AM235**



Home Accounts 2

Described by ***Amiga Format*** as "a package which will suit any household", this is the ideal way to keep track of your financial affairs, from what's in your cheque account to how much is left after the bills!

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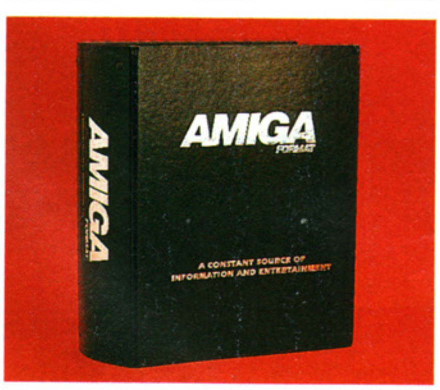
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Issue 24	£5.00	AMF24
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Issue 27	£4.00	AMF27
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Award Winners Compilation

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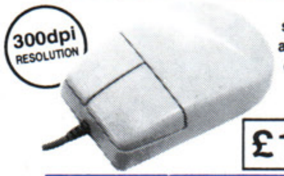


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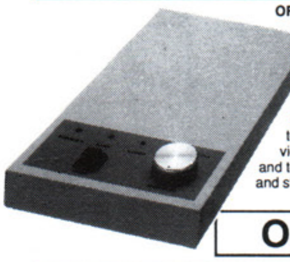
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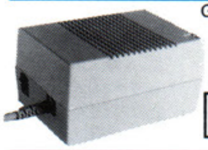
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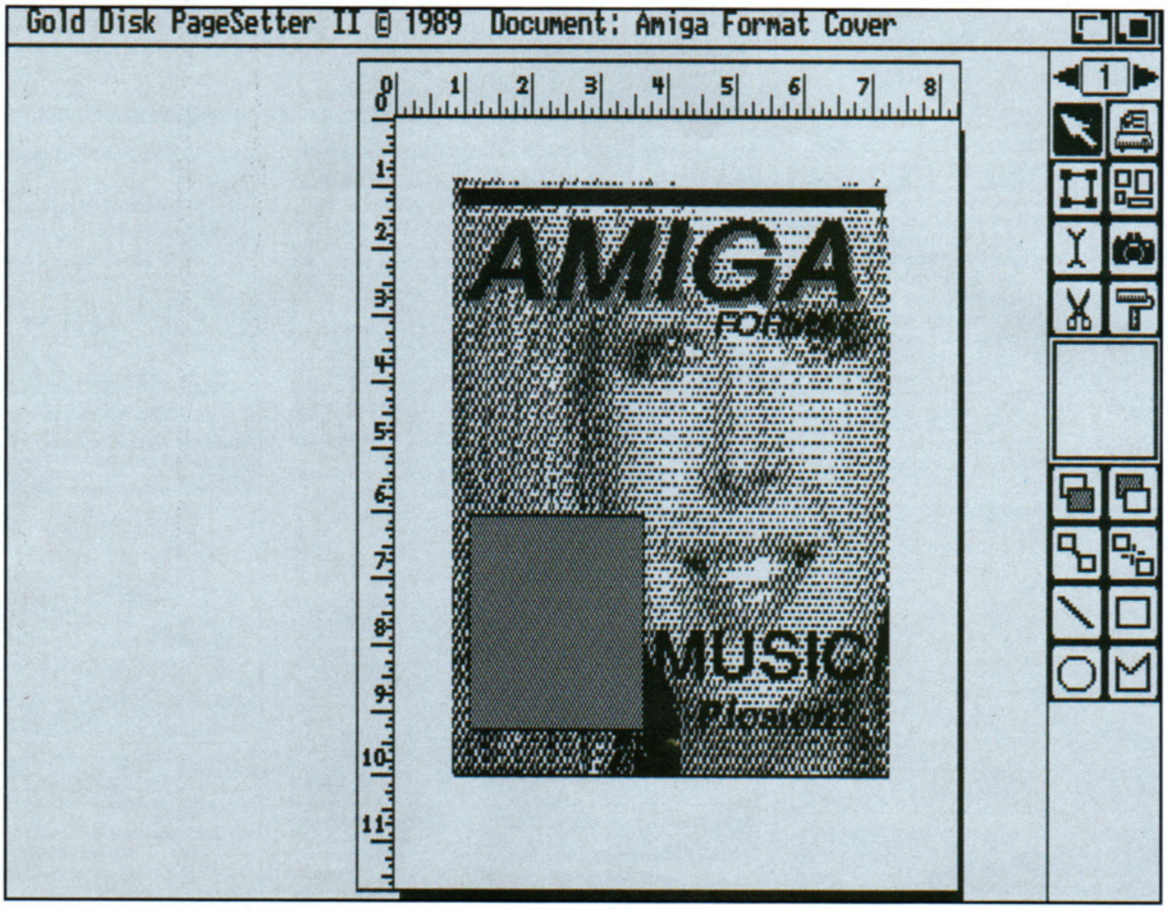
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PageSetter 2 works just like the major DTP programs, using a system of 'frames' or boxes into which you paste text and pictures. It's the ideal way to learn your way around this standard system.

As for pictures, PageSetter can use any kind of IFF image, including HAM pictures, which will be printed in grey scales using dithering techniques to achieve the best possible quality.

The program will run in 1Mb of memory but works best if you run it in slightly more, so it's a great way of moving on up in DTP.

Getting to grips with Workbench

In the last part of this series, we told you how to create a self-booting disk. This month, find out how to create a disk with its own Workbench and how to manipulate icons.

WHAT WE'VE DISCOVERED SO FAR

Let's have a look what has been covered so far in the series:

To begin with, we showed you the rudiments on how the two basic interface elements of the Amiga work: the Workbench itself (using icons and menus with the mouse) and the CLI, or Shell (where commands are actually typed in.

Whichever control system you use, the Amiga still uses a system called AmigaDOS, which carries out all the Amiga's disk commands.

All items on disk are called files, which fall into two major categories: the programs themselves (called Tools in the Amiga manual) and data files such as pictures, song sequences or word-processor documents (which the Amiga manual calls Projects).

There are four basic things you can do with disk files: create them (using a program), delete them, copy them or move them to another drawer or disk).

Within the directory of a disk, you can have separate 'partitions' called 'Drawers'. These act like totally self-contained directories which can be moved around as a batch or entered to access files individually.

A disk can be made to load up by itself by making it self-booting. This is done by using a command called install. To get a self-booting disk to do anything you have to include a system-configuration (to set what the screen should look like) and a startup-sequence (which is a list of commands that are executed as the disk loads).

IF YOU'VE BEEN following this series over the past five months, you'll already know how to carry out quite a few jobs using Workbench and the CLI (or Shell to give it the more generally-used name). In parts one to four, we told you how to carry out general operations and part five started with the more serious stuff and told you how to create a self-booting disk (that doesn't need Workbench to be loaded), but only in the simplest possible way. This month we're going a step further yet again, with a run down on how to make your own Workbench disk.

Before we start, let's have a little bit of theory behind loading a Workbench and some information on what is actually involved in putting one together.

As you may know from last month's chapter in this beginners' series, the Amiga doesn't actually start up with a program unless you 'boot' a disk. In order to get the Amiga to do anything when a disk is inserted, that disk has to be a self-booting disk, otherwise the Amiga will look at it and refuse to do anything else.

In this issue, we'll tell you how to make a disk self-booting and how to get it to load a Workbench screen. This involves a bit more work than creating a bootable disk, particularly the inclusion of a few extra files. Here is a brief description of the files you will need:

BINDDRIVERS (in a directory called c)
This command, used in the startup-sequence (so it needs to be in the c directory of your disk), looks in the devs directory to see if there are any files it might need. Even if there is nothing in devs that is required, the command must still be included otherwise Workbench won't load!

ECHO (in a directory called c)
This is simply a command to print messages on the screen. Workbench 2 users don't need this file, since it is held in the Amiga's memory.



With the tutorial in this month's beginners' section, you can load up any picture with an icon straight from your own self-booting Workbench disk.

LOADWB (in a directory called c)
This is the command which actually loads the Workbench screen. Check with the BindDrivers command to see if everything is OK, then load up a Workbench in the background.

ENDCLI (in a directory called c)
As you may recognise, this is the command used to terminate the CLI. It has to be included at the end of the startup-sequence to close the CLI window and switch command to the Workbench screen.

DISKFONT.LIBRARY (in a directory called libs)
This file allows the Workbench to display text using a non-standard font. It's worth including this every time you create a Workbench, just in case the file you want to access uses a non-standard font.

ICON.LIBRARY (in a directory called libs)
This works in the same way as the diskfont.library, except that it allows you to use non-standard icons. This is important, since most icons are non-standard.

THINGS YOU SHOULD BE ABLE TO DO BEFORE YOU GO ON...

by now you should be able to manage the basic AmigaDOS operations. These include:

Formatting a disk
Renaming a disk, file or drawer
Copying a disk file or drawer
Create a new drawer
Move a file or drawer to another location

It would also be useful to understand how to create a self-booting disk, but we've included the instructions for that in with the rest of this month's feature, so don't worry too much if it's still beyond you!

WHAT TO DO IF YOU MISSED PARTS ONE TO FIVE...

This series has been a progressive feature over the last six months, starting in Issue 31 (Feb 1992). The first part featured the theory behind Workbench, which isn't essential but it may help with the basic understanding of the system.

Part Two in Issue 32 covered the absolute basics in operating the Workbench, such as how to make a blank disk and rename it. Unfortunately, back issues 31 and 32 are no longer available, so if you know someone who has a copy you have our permission to photocopy this article.

Part Three went a little deeper and gave details on how to carry out the basic copying, deleting and moving commands. Part Four followed on be recapping the entire series, as a brief reminder on all the general control items of Workbench.

Part Five told you how to create a self-booting disk and run a simple start-up sequence to load a series of pictures.

Issues 33 to 35 are still available from our back-issues department (simply turn to the Mail-Order section on Page 193).

Continued overleaf

DISK-VALIDATOR (in a directory called L)
This is only needed for Workbench 1.3 users. It is a file that the Amiga looks for to see if the disk is of the right format when loading a Workbench. If it can't find it, then it thinks that the disk is corrupt.

The other main thing you need to know about when making your own Workbench is the use of the Information (or Info) tool with icons. Basically, an icon holds the information on what to load when you double click on it. For both data files and programs, an icon will usually load a program (either just to start it up or to allow access to a picture, animation, text file or song file). When loading a data file, the program is loaded, which in turn calls the file attached to the icon.

This information is accessed via the Information option on the Icons menu (Info in the Workbench menu on Workbench 1.3). In the window that opens when you access this, you will see a field labelled 'Default Tool'. This is the program that will be loaded when you select an icon.

Right, now that you know the theory behind it, let's try to put one together.

1 Format a disk and name it

Load up your Workbench disk, then use it to format a blank disk, then rename it. You can name it whatever you like, but something simple (like Pics, which is the name used throughout this section), is usually best.

2 Set up the CLI to make things easier



To make the going a little less fiddly, we can set up a directory of commands in the Amiga's memory, which saves some disk-swapping!

Usually, when you use CLI commands, they need to be loaded from disk whenever they are used. To make things run more smoothly we can enter a couple of lines to stop the CLI looking to the disk for commands. Open the Workbench window and go into the Shell. Now type these commands:

```
makedir ram:c
path ram:c add
```

this forms a new c directory (where commands are stored) in the Amiga's memory and forces the CLI to look there for commands instead of on disk. Now we need to copy a few commands into the new directory, so enter these lines:

```
cd c
copy copy ram:c
copy dir ram:c
copy makedir ram:c
copy install ram:c
copy delete ram:c
```

If you're using Workbench 1.3, then you'll also need to copy the cd command (Workbench 2 has it built into memory already), so enter:

```
copy cd ram:c
```

3 Cleaning up the disk

Insert your blank disk and enter:

```
cd Pics:
```

Now we want to get rid of the Trashcan (since we don't want it to appear in the disk's window), so enter:

```
delete Trashcan
delete Trashcan.info
```

Just to check whether the files have deleted properly, you should get a directory of the disk by typing:

```
dir
```

If all is well we can carry on.

4 Setting up the directories



A self-booting Workbench looks through a number of directories as it loads, so you need to create each on your new disk.

To make a bootable Workbench disk, some special files are needed in particular directories, so let's create them. Simply enter the following to create the new directories:

```
makedir devs
makedir s
makedir libs
makedir c
makedir t
```

Workbench 1.3 users must also include a disk validator file in a directory called L, so create one by typing:

```
makedir L
```

To see if all the directories have been created properly, type in:

```
dir
```

A list of all the directories on your disk should now appear.

5 Setting up the system configuration

This is where we start copying the files we need onto the new disk. The first file we need is a System Configuration (which sets up how the screen looks when the disk boots), so insert your Workbench and type:

```
cd df0:devs
dir
```

You should now have a list of the devs directory of your Workbench on screen. To copy the file type:

```
copy system-configuration Pics:devs
```

You'll be asked to swap disks a few times, so keep putting in the required disks until the operation finishes.

6 Copying the command files



For the startup-sequence to work on your new disk, all the commands that you intend to use must be copied into its c directory (some more swapping, I'm afraid).

Now we need to copy the commands that are needed in the startup sequence. Make sure your Workbench disk is in the drive and type:

```
cd df0:c
```

This puts you into the directory where the command files are held. Now to copy the files enter:

```
copy loadwb Pics:c
copy binddrivers Pics:c
```

Again, Workbench 1.3 users will need a couple more files, so enter:

```
copy echo Pics:c
copy endcli Pics:c
```

7 Copying the driver files

When loading a stand-alone Workbench, a few extra files are needed from the Workbench disk in addition to the usual startup commands. Make sure your Workbench is in the drive and type:

```
cd df0:libs
```

To print up Workbench messages a special font library file called the diskfont is needed, copy it by entering:

```
copy diskfont.library Pics:libs
```

Workbench 1.3 also needs a library file for handling the icons, so 1.3 users must copy that by entering:

```
copy icon.library Pics:libs
```

If you're using 1.3, you also need to include a disk validator (so that the Amiga doesn't think that it's a corrupt disk), so make sure your Workbench is in the drive and type in:

```
cd df0:L
copy disk-validator Pics:L
```

Continued on Page 201

8 Copying the viewer program



All that is needed now is a program to actually view the pictures. We'll be using Vilbm again, which can be found on Issue 34's Coverdisk.

As with last month's tutorial, we'll be using Vilbm (given on last issue's Coverdisk) to view the pictures. Put *Spectracolor Jr* Coverdisk in the drive and type:

```
cd spectracolorjr:
copy vilbm Pics:
```

Now to check that it has copied properly, put the Pics disk into the drive and type:

```
cd Pics:
dir
```

9 Making the disk bootable

Now we need to install the disk so that it actually boots. To do this make sure the disk you want to install is in the drive and type:

```
install df0:
```

Once that's done, it's time to create the startup sequence.

10 Creating a startup file

In order to get the disk to load a Workbench (and print up a couple of messages) we need to create a file called 'Startup-Sequence' containing a list of commands. To do this, we will use a text-editing program on the Extras disk called MeMacs. To load the program, put the Extras disk into the drive and type the following:

```
cd "extras 1.3:Tools"
```

This will put you into the Tools directory of the Extras disk. Note that there are speech marks around the disk and directory names. This is because there is a space between the word extras and 1.3. If you are using Workbench 2, you don't need to use speech marks, just enter this instead:

```
cd extras2.0:Tools
```

Now that you are in the right directory, you can start creating your startup script by typing:

```
memacs Pics:s/Startup-Sequence
```

Once MeMacs has loaded, enter this list of commands:

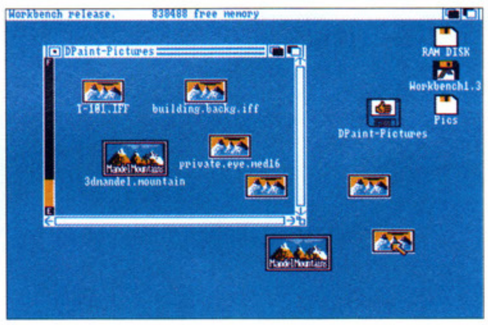
```
binddrivers
echo ""
echo "Hello! This is my Workbench
picture disk."
echo ""
echo "Double click on each icon
to view a picture"
echo "and click the left button
again to get rid of it."
loadwb
endcli
```

The BindDrivers command checks the Devs directory for any files that may be needed for Workbench and is needed if you're going to use the loadwb command. Echo simply prints up text, so you can have messages on your startup screen. The last two commands switch command to a Workbench screen (loadwb loads it up and endcli quits out of the startup window).

Now select the Save-Exit option from the left-most menu to create the Start-Sequence file. Now we want to get back to the Workbench screen, so to exit the Shell window, type in:

```
endcli
```

11 Putting the picture files on the disk



Since we want to copy picture files with their icons, the easiest way to do it is by dragging them across from their window to your new disk (even more disk-swapping).

For this disk, we want picture files that have icons, so search out a disk of *Deluxe Paint* pictures and stick it in the drive. Double click on the icon of the disk to open the window and drag the window out so that all the picture files you want to copy have their icons on screen. Take out the disk and replace it with your newly-created, bootable picture disk.

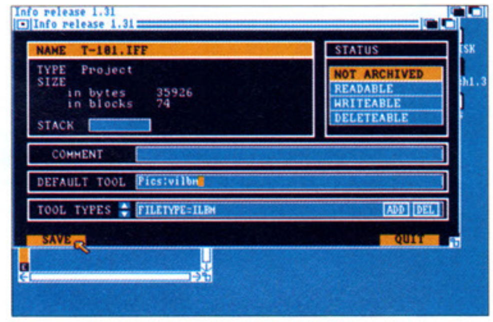
Make sure that you can see the icon of the disk while the window is still open, then click anywhere on the screen with the left mouse button so that the disk icon is no longer highlighted. Hold down the Shift key and click with the left button on all the picture files you want to copy. Now, holding down the left mouse button, drag them over so that the pointer is over the icon of your new Pics disk and release the mouse button. You will be asked to swap disks a couple of times, so insert the disks that it asks for until it is finished.

12 Organising the window

Once the copy has finished, make sure your bootable Pics disk is in the drive and close all the windows on screen (by clicking in the gadget in the top left-hand corner). Double click on the Pics icon to open the window. Now we want to tidy it up a little by moving the icons around. First, resize the window using the gadget on its bottom right-hand corner until it is the shape you want. Now click with the left button on an icon you want to move and drag it to where you want it within the window.

Once this has been done with all the icons, hold down the Shift key and click once on each icon until they are all selected. Now we need to make sure that the disk remembers these locations using the Snapshot feature. If you are using Workbench 1.3, select the Snapshot function from the Special menu, then click on the icon of the Pics disk and select Snapshot again. Workbench 2 users will have to select the Snapshot functions from both the Icons and Windows menus. Close the window and reopen it to see that everything is in the right place.

13 Setting the icons' default tool



By accessing the Information (or Info) option, you can set the program that is loaded when you click on an icon. For this disk we'll be loading Vilbm to display the pictures.

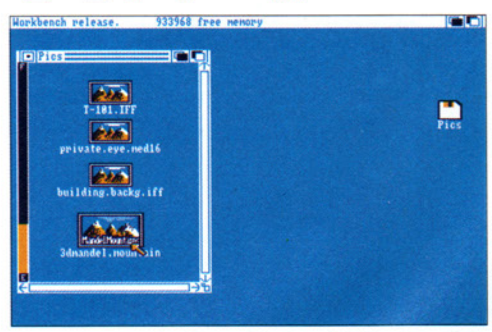
Now we have to make each icon access the Vilbm program so that they can be displayed, This is done by changing its default tool. To do this, open the window and click on the required icon. Now go to the Icons menu (the Workbench menu on Workbench 1.3) and select Information (or simply Info on Workbench 1.3).

A window will now open giving lots of details about the disk, but don't worry, we're only concerned with one area. Go to the text window next to the label 'Default Tool' and delete the message which is already there using the Del and Backspace keys. Now type the following in its place:

```
Pics:vilbm
```

When you've typed that in, click on the Save button (on the bottom left) to exit the window. Repeat the process for all the pictures, then reset your Amiga (making sure that all disk activity has finished.

14 The final test (hopefully)



This is what you should see when your disk has booted. A Workbench screen with the disk icon. Double click on the icon to open the window and double click on a picture to view it.

When the Workbench prompt appears, insert your newly-created pictures disk. The disk should boot with a couple of messages, soon followed by the appearance of a Workbench screen. That's it! Your first stand-alone Workbench disk!

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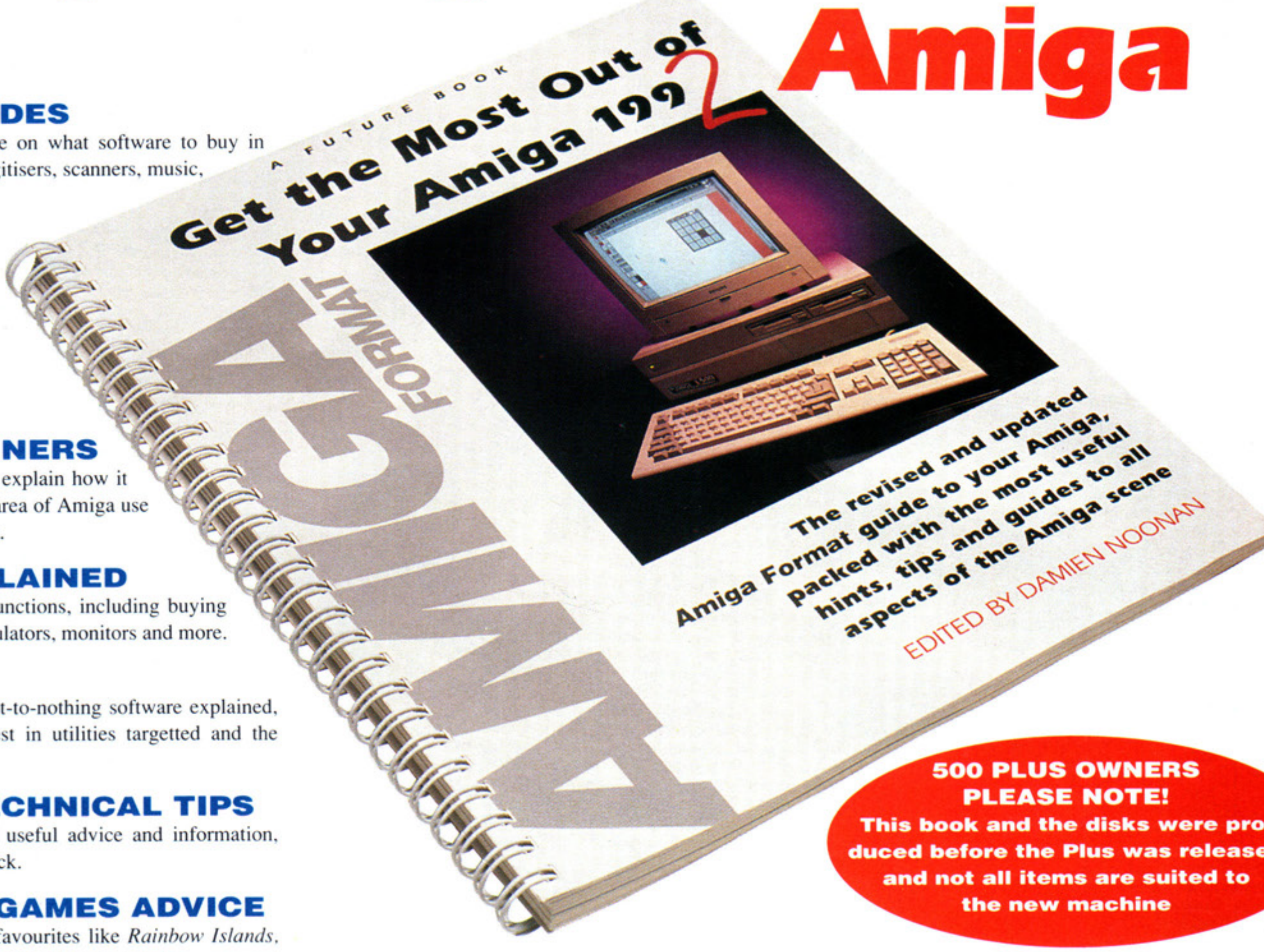
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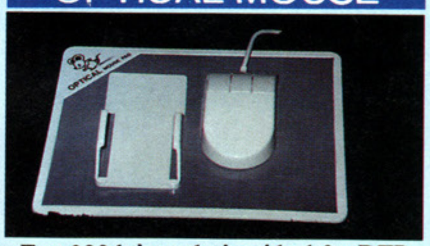
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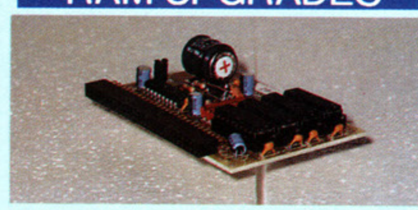
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Workbench

Want some answers? **Pat McDonald** does his best to answer some of the less common queries this month.

STUDIOUS DECISIONS

FROM: M MCCARTY, NEWCASTLE

I have set my sights on an Amiga A2000 with a PC Bridgeboard to use at college for my studies and playing games on. I would like to ask a few questions about compatibility:

What percentage of my software will work on an A2000 (I have a 1.3 A500).

Not a lot, as A2000s come with Kickstart 2, and as A500 Plus owners will tell you, a helluva lot of old software just doesn't work - a rough percentage is that 60 per cent is alright. A ROM switcher and 1.3 ROM chip will give you more compatibility, as will some PD utilities to make an A2000 think it only has 512K of chip RAM. That setup should give 95 per cent compatibility. Next month I will give more details on how to get around Workbench 2 and 1Mb chip RAM software problems.

What percentage of PC software will run on a Bridgeboard system? What sort of software doesn't work, business or games?

Pretty much all of it works. Because IBM PCs are made by so many different manufacturers, most software is written to be as boring and system friendly as it can be. However, some games do "hit the system" directly, and so are incompatible between different PCs and Bridgeboards - Bitmap Brothers' PC games conversions are the worst culprits. Get the Amiga versions of *Speedball 2, Xenon 2* and so on.

What sort of Bridgeboard should I buy - what difference will it make to the system?

The difference it will make is how fast the PC in your Amiga is. A 8086 is not as fast as a 20286, which isn't as fast as a 80386. Some PC software will not work without a 80286 processor or better.

How fast is the basic A2000?

8MHz 16-bit computer. About the same as a slow 80286, considering the Amigas' custom video hardware. Just as fast as an A500 Plus if the A2000 has Kickstart and Workbench 2.

If I buy a VGA monitor, will I get the same graphic display as a pure PC running the PC software?

Only if you buy a VGA graphics card as well, and plug it in next to the Bridgeboard. This means of course you will be running with two monitors, unless you can get a techie friend to make a switchbox to let you plug both machines' output into the same monitor. You can't buy-off-the-shelf units to do this (I haven't seen any) as monitors have different connectors.

Am I better off going just for a PC?

If you can do without your Amiga and you like dull looking software then yes. Can you?

SPEEDING UP

FROM: EDWARD COOPER, OXFORD

I am now 15, and have owned an A500 for about two years. When I bought a 1Mb upgrade and monitor I just had the odd doodle in Deluxe Paint and played games. Now, though, I'm starting to a appreciate the serious capabilities of the machine, and I have started designing the odd business card with a DTP program and I am hoping to start programming a little.

I loved your *Vista* program and I have been using it for hours and hours. It produces great pictures, even if it does take a long time to run. Now

Continued overleaf

EASY? EASY-ISH!

FROM:LAURA DEVLIN, NORTH CYPRUS

I would like your opinion as to whether or not the *Easy AMOS* program which Jason Holborn reviewed in Issue 35 of *AMIGA FORMAT* would be of help to me. He wrote that "even someone with the intelligence of a Nintendo games-player" could master it!

I've never met anyone with a Nintendo, so I'm not sure what he's getting at. I really enjoy graphics, paint programs and so on, but find that computer manuals often presume someone older with lots of computer experience. I'm 13-years-old.

Jase was using a bit of artistic license there. A Nintendo is a pure out-and-out games machine, and so Nintendo owners get maliciously labelled as "thick". Rather, they are ignorant of what happens inside the machine - they just want to plug in and play.

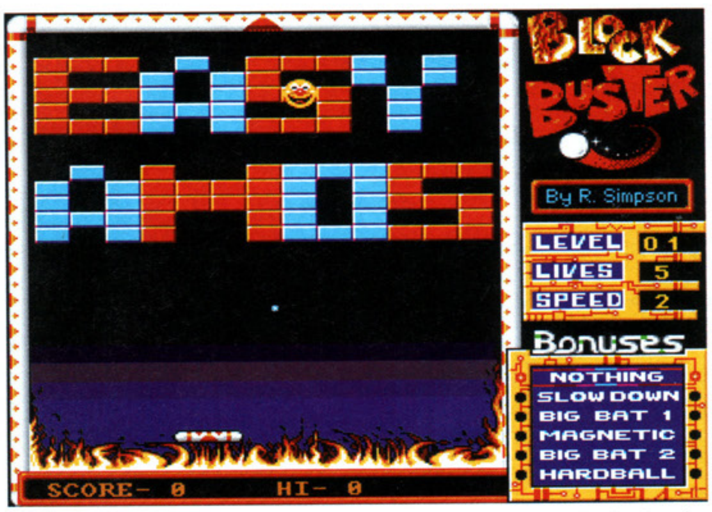
I doubt if you'll find *Easy AMOS* that easy, particularly at first, and everyone who contemplates programming should understand it takes a long, long time before you get to grips with the Amiga. Even so, it's a rewarding pursuit once you start getting results - it's quite thrilling to see a computer doing what you told it to, rather than someone else.

Easy AMOS is the best option for absolute beginners with no programming experience. You will probably get quite a lot of useful information about how the Amiga works, and gradually you might begin to see the basics of programming. Remember, it takes time and can be frustrating when you can't see what's wrong with a program. But it's fun when you get things right.

Also, what is a bootblock please, and a hacker?

A bootblock is a portion of a disk dedicated to start a computer system working - the name comes from the phrase "pulling yourself up by your boot laces". On Workbench-like disks, a bootblock just tells the machine to start working normally. But on games, they are highly individual, telling the machine exactly which parts of disk to load (usually the intro screens). Then they spin the disk elsewhere to start loading the game.

On Public Domain disks, bootblocks are often used to contain utility programs to do things like turn off memory expansions and disk drives, and then reboot the system. The problem is that computer viruses (nasty programs that attack your software collection) often hide on bootblocks, copying themselves from disk to disk. Always turn your machine off for at least 10 minutes if a game stops working and you think you might have a virus. Get the Virus Checker program (the most up to date virus



AMOS was especially designed for simple arcade games, but it can also teach you a lot about how the Amiga works. *Easy Amos*, while not a piece of cake, is the best option for total beginners.

hunter/killer program that I know of) from a PD library - version 6.04 should be available.

A hacker is someone who investigates. A news hack tracks down and researches stories for newspapers. A computer hacker investigates computer systems and programs. Computer hackers target the computers with the most security - it's no fun trying to break into easy computers. They probably won't use the computer system, they just want to investigate it.

Now hackers break into computers remotely, using a modem (this is now illegal, by the way) or they break into protected software. On the Amiga, that means games. Such computer games hackers are called crackers, because they're trying to crack the copy protection on games so they can give copies of it away. This is also illegal.

Some hackers are a bit smarter, and rather than just cracking protection systems, they do things like fix bugs and incompatibility problems on existing software. Then they get in touch with the software house concerned, trying to sell the modifications and fixes, with varying amounts of success. Hackers who do not spread copies are usually welcomed by software houses - they are trying to solve problems, not create them.

here's my dilemma. I have read a lot about accelerator cards, math coprocessors, 32-bit static RAM and so on and have just about grasped it...

You might have grasped it, but other readers might not have. An accelerator card is a way of supercharging your Amiga. By changing the CPU to a 68020, 68030 or 68040, you can increase the speed at which your computer does calculations and makes decisions. A maths coprocessor is used (the 68881 or 68882 variants) which can cope with complex arithmetic much quicker than a CPU.

For accelerator cards to work properly, they must have their own RAM areas - they can access normal Amiga chip and fast memory, but to work as fast as possible their own 32-bit memory area is a must. Even a 16MHz 68020 makes a huge difference - an Amiga that's five times as fast. Hope that makes it clearer - back to you Edward.

...However, I would like to know if it would be worth investing in an accelerator card?

Yes! They save you so much time. If you can actually afford it, an accelerator makes a huge difference to programs which involve complex maths like *Vista*. Arcade games are not normally affected by the speed (because they are locked to run at a certain speed no matter what).

Quite a few arcade games (40 per cent?) don't like accelerators and refuse to work with them. However, this percentage includes all the ones written before accelerator cards were available, and so is going slowly over time as programmers cotton on to accelerator cards.

Simulations (especially MicroProse ones) shine on accelerators. The difference has to be experienced, played on, not just seen, to be believed. All Workbench operations are greatly speeded up, and serious applications are boosted tremendously. If you've had an accelerator card and are parted from it, you start cursing the basic machine you once loved so much.

If so, which one should I go for? I have saved up about £600, which is a lot of money for me. I don't want to throw it away! But I would like a more serious machine.

The best accelerator card I have yet seen for the A500 is the CSA Mega Midget Racer. It's very compatible, reliable, and well built. It costs about £550, depending on just who you buy it from, and for that you get 4Mb of 32-bit RAM, a 33MHz 68030 and 68882 maths coprocessor - a faster system than any basic A3000!

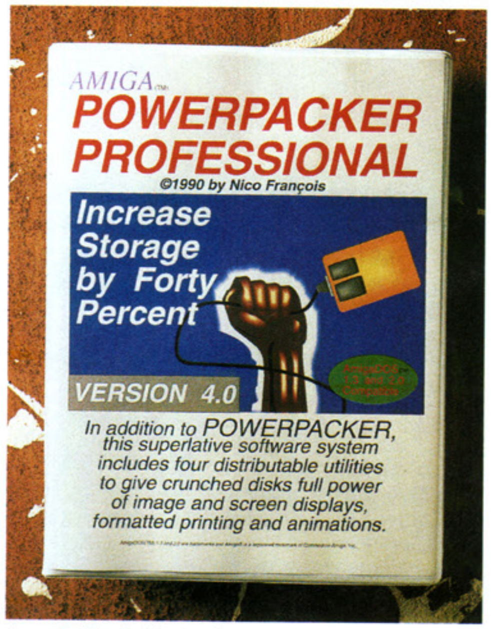
That will set you back about £600, which includes 2Mb of 32-bit RAM. Contact Accelerators Unlimited (0253 795796) but be warned that AU plan to drop A500 accelerators in the near future.

There is quite a good, cheap alternative, and that's the SSL A5000. This is made in Britain by SSL (0933 650677) so is really easy to get hold of, and it only costs £199 for the basic 1Mb 16MHz 68020 model. However, a 68881 is a highly desirable (about £70) as is the full 4Mb of 32-bit RAM - perhaps another £150 or less.

There are a couple of alternatives (the 68040 from PPS is way out of your price range at £999). The Microbotics VMXL30 looks good, but I still haven't seen a review example so I can't comment further. But what you could do the following

Buy a Great Valley Products hard drive (HD8 A500 Plus). This is going to help your serious Amiga usage a lot, speeding up load and save times and taking away the disk swaps. But the great thing is that you can plug a special GVP built 40MHz 68030 accelerator inside them.

This is going to cost you more than £600 (about £750) but you have enough for the hard drive now, and could consider getting the accelerator system later on. A hard drive is more of a necessity for serious work than an accelerator, because it speeds up load and save times considerably - something that accelerators on their own don't do.



***PowerPacker Professional 4.0 a* is the standard crunching program for the Amiga, to shrink data files and programs.**

LONGER ANIMS

FROM: P R O'NEILL, SHEFFIELD

I have purchased a copy of *PowerPacker Professional* to be used with *Imagine 1.1* on a 5Mb A3000. I want to create self booting animation disks. The disks are pretty simple and consist of the following.

1. An s directory with a startup sequence, which is just this:

Playanim animname

2. An anim directory, containing all 'anim' files and a script file.

3. The playanim program.

This works fine, but I can only put about 15 frames of animation on a disk - that's why I got *PowerPacker Professional*. The program happily crunches all the anims and the *Playanim* program, but when I boot a disk with such data on, the animations will not decrunch. Why not?

If you're using *PowerPacker Professional* to crunch data files (rather than program files) then you will need an extra directory called libs.

This is short for libraries - these are program subroutines that can be used by many different programs. Into that directory, copy the powerpacker.library file from your PP disk, using a shell command which goes something like this:

```
Copy from
PPdisk:libs/Powerpacker.library to
NameofAnimdisk:libs
```

Although *PowerPacked* programs work without the library, crunched data files will not work unless the library is present on the disk that your animations are on. And for a library to work properly, it has to be in the libs drawer.

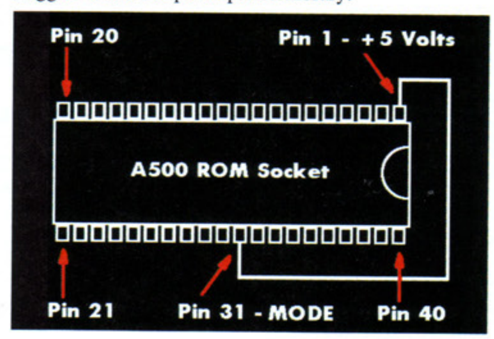
ROM REVISION

FROM: ALAN HOWELLS, LLANBLETHIAN

My friend recently bought *PowerPacker 4.0a* (the program and data file cruncher) and brought it round to show me how much better it is than 2.3b, the shareware version. A requestor came up telling us that *PowerPacker* will not work on a revision 6A.1. We were quite confused at this, and my friend suggested that we take a look inside my Amiga. I refused because my warranty is still valid.

Anyway, then we went round his house and I must admit the program looks like the best thing since boxed wine, and I would really like to spend £15 on it, but there's not a lot of point when it doesn't work on my machine! Will the program be updated to solve this problem?

Are you sure that you were running the right version? Two versions are on the disk, one for 1.3 machines, the other for Kickstart 2. Also, some early versions had a bugged version of powerpakcer.library.



Here's how to do it - just solder one wire from pin 1 of the ROM socket (seen above from above) to pin 31.

Here's some information, for fitting the Kickstart 2 ROM chip to revision 5 A500s. It should work on revision 3 machines too, but I haven't tried it on such yet. Anyway, all you need to do is connect pin 31 of the ROM socket to pin 1 of the ROM socket. That's it. What were you on about in Amiga Format issue 31, A18 and pin 31 connected to the +5 Volt supply?

Thanks for that, but doing it properly involves soldering onto the back of the main circuit board, which isn't easy to remove without some tools. Pin 31 of the ROM socket is the A18 signal. Pin 1 is the +5 Volt supply. The diagram should make things clearer.

A very minor complaint. Why are you so bum chummy with Commodore? Give us some Amiga scandals every now and then. For example tell us a bit more about the new Amigas coming out – the A300 and the giant A4000. Everyone except you seems to know about them.

You're confusing politeness with obsequiousness (brown tongue syndrome). Actually, Commodore keep us totally in the dark - Comet had A600s on sale a

couple of weeks before the big C decided in sending us one for review. The point here is that nobody on this magazine, including me, is a registered Amiga developer, privy to the machine's secrets.

Why not? Well, becoming one involves signing a little form saying that you won't disclose any secrets ahead of schedule, and if you do you are liable to pay Commodore lots and lots of money. Rather than know all and be gagged, I'd rather be as honest as I can with you, the readers.

Incidentally, I'd like to thank all the anonymous people who do feed me the odd snippet. But don't believe those knuckleheads who like to shout how smart they are. Empty vessels make the most noise. The people who really know are forced to silence or bankruptcy. Here's a some pieces of idle Amiga gossip and rumour (see Rumours and Speculation) if that's what makes you happy. Do take them with a pound of salt, because although none of them are totally wrong, they're not precisely right either. Happy musing.

IDLE RUMOURS AND SPECULATION

1 **The first official release of Kickstart 3 to developers happened in late April. Apparently, Commodore are planning on a major, worldwide update around 1994. Given how long it took Workbench 2 upgrade kits to hit the streets after the launch of the A3000 (two years).**

2 **The next release of the 68040 will run at 33MHz. Motorola have set the release date for July. The A4000 may be delayed until then, because if A4000s are fitted with them they would be one of the fastest, if not the fastest, computers available for under £5,000.**

3 **The A600 is targeted partially at parents who have bought Sega or Nintendo consoles and who are sick to the teeth of their children playing Mario and Sonic. They want a 'real' computer. You know, one with a keyboard and disk drive, and no chunky American-Italians or blue hedgehogs.**

4 **Workbench 2.1 has been released to developers, but has so many bugs that the release date has been postponed from May 91 to December 91. It could slip more.**

5 **The A800 is on the back burner for a while, possibly because Commodore are waiting for a cut in the price of 68020 processor chips.**

BIG QUESTIONS

FROM: PHILLIP HAMER, BOLTON

At the moment I own an A500 but recently I have felt the need for a more powerful machine. I am as yet undecided as to whether to buy a bigger Amiga (1500 or 2000) or a PC.

What I want to know is, what are the advantages and disadvantages of a PC compared with the more powerful Amigas?

In terms of business software, the PC has a clear advantage. If you have the cash and the patience to flick through a copy of *PC Plus*, you will find a piece of software that will do what you want – if not several dozen. The reason for this is that the IBM PC has been around for donkey's years, and millions upon millions of corporations have PC systems to run their companies. The Amiga has a more balanced, if much smaller, range of software. You 've got more choice of what you can do, if less choice of what you can do it with.

However, when you take a PC out of the office environment, its shortcomings quickly become apparent. That's one of the reasons why IBM never launched a games PC – they know it wouldn't survive. The people behind the "PC as a leisure machine concept" are Amstrad. Presumably this is down to the harsh competition in the business computer sector.

The real advantage that the Amiga has is that it can go faster. At the heart of any computer is the Central Processor Unit, the decision maker. The four families of this chip in the PC are the 8086, the 80286, 80386 and 80486, made by Intel. The Amiga's CPU alternatives are the 68000, 68020, 68030 and 68040 (the 68010 never really caught on). Motorola developed the series.

Now, chip for chip, Motorola's family gets better and better than Intel's – the 68000 is a rough equivalent of the 80286 and the 68040 blows away any 486. The person who actually said this first was Jez San, programmer of *Stargliders 1* and *2* and more lately *Birds of Prey*. So at the most basic level, the Amiga is a better computer than the PC.

However, because the Intel series is older, it's cheaper for any given generation. Young technology like the Amiga costs more to do the same thing – but this is a general rule and is not true in areas like 24-bit graphics, multimedia, sound, or video.

So, long term, the Amiga is the better prospect. As standard it can go up to what is known as EGA on the PC (16 colours in high resolution). Some PCs can do better than this (256 colours) but this is a mixed blessing, because big displays with more colours are slower. The video side does not have a coprocessor or blitter like the Amiga, so all the work has to be done by the processor – which has quite enough on its plate without scrolling the screen around or creating dual playfields.

People say that 3D games and flight sims are better on the PC. That's not always true. They're easier to program than say, *Epic*, *F29 Retaliator*, *Starglider 2* or *Birds of Prey*. But you can get reasonable 3D on even a standard Amiga, by very clever programming techniques. What is clearly needed is some up-to-date documentation on expert machine code techniques, information not easily obtained outside of the Public Domain.

What differences are there between the A1500, A2000 and A3000?

Ease of use. The A1500 and A2000 are virtually identical, except that the A1500 has two floppy disk drives as standard. Both machines have a Bridgeboard slot, two IBM PC slots (I think these are an optional extra on an A1500, although I'm unsure of the details), four Zorro II expansion slots for hard disks, memory expansions, digitisers etc, one dedicated processor slot for accelerator cards and a video slot either for a flicker fixer or a *Video Toaster*.

The A3000 is much more expensive, and is aimed at the individual who wants this sort of thing built in and ready to go. So it has a hard disk, lots of memory potential (up to 18 Mb on the computer board), built-in flicker fixer and a 68030 processor with 68882 maths co processor as standard.

The much vaunted A800 will be kind of in the middle. Based around a 68020 (this may be changed to a 68030) it will have lots of expansion potential but a faster basic processor. Unlikely to be launched before September, and it could be much later.



The A1500 is closely based on the A2000 (it shares the same motherboard) although some A1500s lack PC connectors on the inside.



The A2000 has long been the stalwart of the Amiga serious scene, but a sleeker design is needed for the Nineties(the case is way too big for most desks).



The A3000 is for rich professionals who want an A2000 but with everything built in. Currently selling for about£2,100 for a trade in deal.



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The CDTV was designed as a piece of consumer electronics, like a hi-fi or video, and is almost unexpandable.

Answerfile

Everybody's got lots of questions about the Amiga. Wouldn't it be good to get some straight answers for a change? Here's **Pat McDonald** with lots of them for your delight.

Q If I get a CD ROM drive, do I in fact have a CDTV replica? Is an Amiga with CD ROM drive the same as a CDTV?

A CD ROM drives give you the ability to run CDTV titles; that's why they are taking so long getting to the market place, because Commodore are going overboard to make sure that compatibility is not a problem in this case. CDTVs cannot be expanded – I believe one or two companies are producing small (512K) RAM expansions, but that's pitiful compared to the expansion potential of an A500 or an A500 Plus. You've got a built in mouse and joystick port too – CDTV owners have to pay for those "extras". Do remember that to connect a CD ROM drive and use CDTV discs (notice the spelling) you need a machine with 1Mb of chip RAM.

Q How do I upgrade an A1000 to Workbench 2 and 1Mb of chip RAM? I don't want to get rid of such a faithful, long-serving machine.

A It's not easy or cost effective, but there is a way. A company called Expert Services in Kentucky build a unit called the Rejuvenator. It doesn't work with the very early A1000s (the ones without a daughter board) but for about 70 per cent of machines that's not a problem. Either phone them on 0101-606-371-9690 (remember the time zone difference) or write to them at: Expert Services, 5912 Centennial Circle, Florence, KY 41042. I regret there is no UK importer as yet.

It's available in two versions. The 1Mb version has 1Mb of chip RAM, a fatter Agnus but no Kickstart ROMs, Paula or Denise (just hook out the ones on your present daughterboard). It retails for $479.99. The 2MB version just has more chip memory, but again no extra chips. You don't need to plug in a ROM if you don't want to – you can still keep using Kickstart on disk. But any Amiga ROM (1.2, 1.3 or 2.04) will fit. If you're willing to pay a bit extra, you can have two ROM sockets fitted.

Q I haven't got FED, to set up sideways fonts for your *PageSetter* DTP program. Where can I get a font editor?

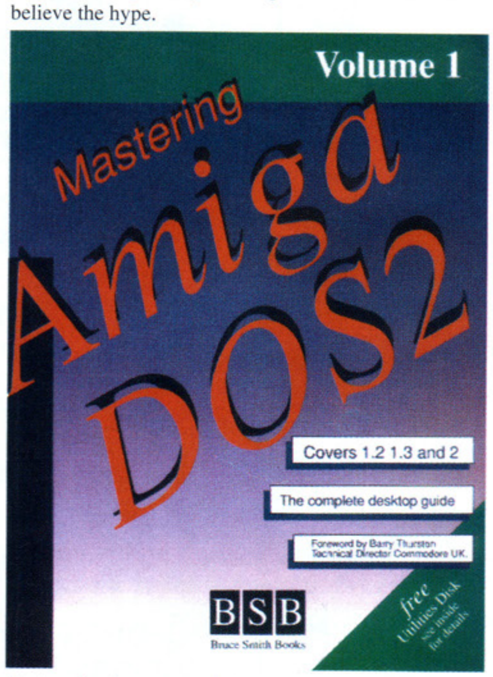
A Public Domain libraries, mate. The people who stock thousands and thousands of PD and shareware products. None of them are brilliant, mind you – and make sure you state your machine type, so there's no problems with incompatibility.

There's a much easier way to do the occasional bit of sideways printing, as pointed out by someone who didn't put his name or address on his letter. All you have to do is design the text that you want to move sideways, or slanting, with *Deluxe Paint*. Then cut the area out as a brush and save it. Load it in to *PageSetter* and there you are.

Q Do twin disk protection systems wear out disk drives quicker? I know they copy 82 tracks as opposed to the normal 80. And do they work on all software?

A Yes they do, but only because you're using a disk drive more often. Not buying a back up utility like *XCopy Professional*, *Mac II* and so on because they "wear out disk drives" is silly. If you don't want to wear out your disk drives, then leave your Amiga on a shelf in a glass case. Games often use 82 tracks (to squeeze more data onto a disk) but 99.9 per cent of disk drives can cope with this without any problem whatsoever.

However, twin disk back-up utilities most certainly do not work with all software. The majority, certainly. But no backup utility is 100 per cent effective. Don't believe the hype.



The best hands-on tutorial that I have seen for AmigaDOS is by Mark Smiddy. It's quite witty, if slow going.

Q Could you tell me which book I should buy to teach me how to use the Shell and AmigaDOS properly? I can do some things like copy files, make drawers and so on, but I want to delve far deeper.

A I have to say that the best hands-on tutorial that I've seen is *Mastering AmigaDOS 2* volume one by **AMIGA FORMAT** freelancer Mark Smiddy. Volume two is a reference guide, for when you're happy with the system and just want to look up a Shell command.

Q What is the difference between a 68881 and a 68882?

A Price and power. The earlier 68881 maths coprocessor (often called a Floating Point Unit, because it can handle maths involving fractional numbers) has less instructions than the later 68882. The latter can also run faster (have more MHz). However, 68882s are more expensive.

Q I have an A500 Plus with ROM switcher, so I can use Kickstart 1.3 as well as 2.04. Under 1.3, do all 500 Plus expansions work?

A Yes they do. Understand that memory and similar expansions provide compatibility at a basic, electronic level. Mind you, if the Setpatch command doesn't have the r option set (check last month's issue for more information) then Kickstart 1.3 throws a wobbler, because it was designed to only use 512K of chip RAM, as opposed to the 1 or 2Mbs of an A500 Plus.

Q How do I use *Diskdoctor*?

A Easy, although missed out of the Workbench 2 manuals. Simply load Workbench, double click on the Shell icon and type (remember, DF0: is short for disk, floppy, zero):-

```
Diskdoctor DF0:
```

The program will load from Workbench, and will ask you to put the disk you want doctored into DF0: Warning! NEVER *Diskdoctor* an original disk – ALWAYS use a backup. If an original disk stops working, write away to the company that programmed it – not the shop, they're usually worse than useless – and get a replacement. If *Diskdoctor* cannot heal a disk, it will mark all usable areas as ready for use, and call the disk Lazarus. Scratch one disk.

There is a better PD utility called Disksalv, which is a bit less drastic than *Diskdoctor*. Unfortunately most versions of it do not work with Kickstart 2, which leaves A500 Plus owners out on a limb.

Q Since I modified my A500 to have 1Mb of chip RAM (as per the article in AMIGA FORMAT Issue 33) *Deluxe Paint III* no longer lets me animate – the option is ghosted out. Help!

A You've got an old version of *Deluxe Paint III*, that's all. Such releases needed some fast RAM in order to operate. Contact Electronic Arts (who programmed the *Deluxe Paint* series) on 0753 549442 in order to arrange a replacement.

Q I can't load landscape pictures saved from *Vista* into *Deluxe Paint III*. It seems to think they are in HAM (4,096 colour) format. Why?

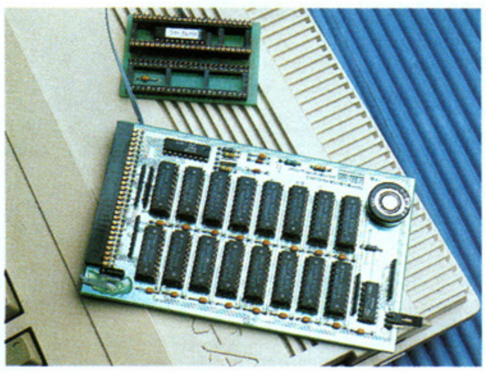
Uh, that's because they are in HAM mode. To produce landscapes usable with *Deluxe Paint*, you have to select LoRes from the overhead menus on *Vista* (keep

the right mouse button pressed, move the pointer up and to the right, and you'll find the right option).

Q I have a problem with my genlock. When I try to video Public Domain demos, the video pictures keep rolling vertically on playing back the video tape. Can you suggest anything?

A Genlocks work by taking the synchronisation and video signal, overlaying the Amiga's graphics with the same sync, and outputting the combination. If you don't put in a video signal to start with, then the resulting signal hasn't got much in the way of a sync and so it rolls.

Either get a sync generator and plug that into the video-in port on the genlock. Or do what you are supposed to with a genlock; get a second video recorder, and either record a black tape to use as a background, or an actual video picture.



Trapdoor RAM boards, such as this one from Ashcom, are limited to the A500, and cannot be used on other Amigas.

Q Is it possible to fit an oversize trapdoor expansion from an A500 into an A1500? I'm considering upgrading.

A No. Such expansions (they fit into the trapdoor of an A500 and have more than 512K of memory on) are very much specific to the Amiga they were designed for. As are most RAM expansions.

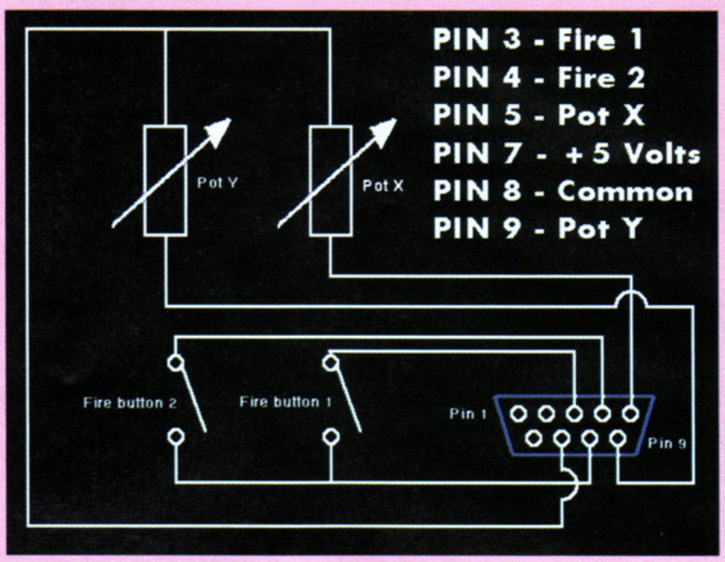


Although the planes in this flight sim are just sprites at different sizes, the outside view is a true 3D one.

Q With *AMOS*, could I write games like *Their Finest Hour*, where the screen is a view through the cockpit of a plane?

A Well, you could (having *AMOS 3D* would help a lot) but don't expect the programs to be stunning. Amos does produce much slower results than pure machine code, and speed is pretty important for complex 3D games. Did you see the *Duel* game on **AMIGA FORMAT** Coverdisk 33? That's the sort of thing that you can do with *AMOS* – not amazing, but quite playable and fun.

Indepth explanation
No 4: Analogue Joystick



This is the official way to wire a proportional joystick on the Amiga. Some games assume the fire-button is on pin 6, rather than pins 3 and 4. Also, pin 1 can serve as a third fire-button. Be very careful what you do with pins 7 and 8. Pin 7 is the +5 Volt power supply, and pin 8 is the 0 Volts Ground or Common. Never the two shall meet or your Amiga will simply blow a fuse.

Is a joystick always just a joystick? Not always, especially if you like simulators.

1 Analogue joysticks are sometimes called proportional controllers. The real big difference between them and conventional switch joysticks is that, with a switch joystick, if you pull left then you start going left. To stop, all you have to do is recentre the joystick. With analogue joysticks, the amount that you push left is the amount you go left.

2 Most games do not make any use of analogue joysticks. The ones that do are simulations – mostly flight simulations, with the notable exception of *Formula One Grand Prix*. As the controllers in 'real life' are proportional, the games are better (planes and cars behave with more realism) with an analogue joystick.

3 The Amigas nine-pin connectors can take analogue joysticks, proportional joysticks or mice. It is up to the software to make sense of what's connected – that's why you generally have to select a menu option inside a game to get an analogue joystick to work.

4 The actual electronics to control analogue joysticks has changed with the different Amigas (for instance, some versions of *F19 Stealth Fighter* will give analogue control on an A500, but not an A500 Plus). It is up to the programmer to read the Kickstart ROM, and proceed from there, rather than assuming that all Amiga hardware is the same and 'hitting the hardware' directly.

5 Some programs read the analogue joystick differently to others, the main problem being that the fire-buttons don't work. The more up-to-date programs use pins 3 and 4 for fire-buttons, but some older software uses pin 6 for one fire-button only. The wiring given here should work on the majority of recent and all future software.

6 The easiest way to get analogue control is to take a PC analogue joystick and modify it. Be warned, the connections on the PC differ and be very careful to connect the power (+5 Volts) to pin 7 on the Amiga side.

7 If you are planning on making you're own analogue joystick, the potentiometers (components that make knobs work – and analogue joysticks) should be of a maximum value of 520K Ohms. The Hardware Reference Manual recommends 470K Ohm, +/- 10 per cent.

8 All analogue joysticks suffer from a certain amount of jitter – that is, the computer isn't always sure at what point to stop, and moves slightly around one point, even if the stick is perfectly still. Ways around this range from a couple of elastic bands to move the stick to centre properly, to digital resistance measurers which are rather pricey.

9 One of the more effective, cheapish measures is to fit two capacitors, one on each pot, to give a more stable output. A value of 10nF is recommended for this, although it does depend to a certain extent on what potentiometers you have fitted.

10 You don't want to modify or build one? The only analogue joystick currently available for the Amiga is the Voltmace 3A for £16.95. Be warned, it isn't very good, with some of the worst fire buttons ever seen on a joystick. But it's better than nowt. Voltmace (0462 894410).

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You can be certain of getting your enquiry to the magazine dealt with only if you make quite sure you're addressing your letter to the right person or place.

- We can never give personal replies by mail, so don't send us a stamped-addressed envelope.
- We can under no circumstances give personal replies by fax, so please don't ask us to.
- We are available for enquiries by telephone every Tuesday between 10am and 6pm, and we'll be happy to talk to you then.
- Our advertising department can help with problems with companies who advertise in the magazine if you phone during normal office hours.
- Our subscriptions service and the ***Amiga Format*** Mail Order department are not in the same building and can be contacted on 0458 74023.

WORKBENCH

If you have any problems with the technical side of your Amiga, with hardware or with serious software, Pat will try to answer you in the mag. Alternatively, if you have any advice for others or any handy tips to share, send it in and you could win a prize.
WORKBENCH,
AMIGA FORMAT, 30 MONMOUTH STREET, BA1 2BW.

GAMEBUSTERS

If you've just found the cheat mode, mapped out the levels or found all the passwords for the latest game, send it in to Maff and you could win a prize. Or if you're stuck, ask Helping Hand for advice – or solve someone else's problem and win a prize!
MAFF EVANS, GAMEBUSTERS
AMIGA FORMAT, 30 MONMOUTH STREET, BA1 2BW.

LETTERS

The Letters pages are for you to air your views and share your opinions: please remember not to ask questions that should be in Workbench! Damien is looking for thought-provoking or entertaining letters, the shorter the better. Prizes for the best two.
LETTERS TO THE EDITOR
AMIGA FORMAT, 30 MONMOUTH STREET, BA1 2BW.

COMPETITIONS

To enter a competition, write the answers and your name, address and phone number on the back of a postcard or a stuck-down envelope and send it in. You can enter as many times as you wish, but all entries must be posted separately: don't put several entries in one envelope together, or include entries with letters to any other part of the mag.
COMPETITION, AMIGA FORMAT,
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If you've ordered anything from the ***Amiga Format*** Mail Order section and you've got a problem, please remember that we on the magazine don't deal with it at all. Write to them at our Somerton address or phone 0458 74011.
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Similarly, if you move house and want to make sure your copy of the magazine catches up with you, then send the new address to
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FAULTY COVERDISKS

The disks are duplicated and stuck on the magazine by a firm who we employ for that specific purpose. If you have a faulty disk, send it to them enclosing an SAE. We don't keep stocks of disks, so we can't help.
DISKCOPY LABS, UNIT A, WESTMARCH, LONDON ROAD, DAVENTRY, NORTHANTS, NN11 4SA.

Letters

Damien here! Once more into the postbag, dear friends, which is overflowing with your mail. We're getting so many letters at the moment that I've not been able to look through more than half of them, but don't worry, I'll catch up! Remember, we do try to read them all. I've really enjoyed reading your letters this month; the standard of ideas being put forward and questions being asked seems to be higher than ever. But keep 'em coming!

HARD QUESTIONS

What is the highest and lowest percentage any game has ever been given in a review? Has any game ever got 100 per cent? And what is the most expensive game available for the Amiga?

Philip Darnton, Manchester

Errm... I'll have to rack my brains a bit there, Philip. The highest percentage we have ever awarded is 95 per cent , a score achieved by The Secret of Monkey Island 2 – LeChuck's Revenge *in this very issue. The same score was given to Populous 2 and also to Rainbow Islands. So those are the three best games of all time according to* ***AMIGA FORMAT.***

For many years, the lowest score we ever gave was to a game called Classic Invaders, way back in the very first issue of ***AMIGA FORMAT*** *It was a really poor* Space Invaders *clone, worthy only of a pathetic 9 per cent. A close second was a game called* Flight Path 737, *reviewed in Issue 25, which even though it cost only £2.99 only deserved a measly 10 per cent.*

As for the most expensive Amiga game ever, I honestly don't know. We think it was probably the very pretty but minimally playable Readysoft 'cartoon on a disk' games, Space Ace *and* Dragon's Lair, *which went for a hefty £50 each.*

SMART COOKIE

PRIZE

There's one question about the new Amiga 600 which I think has been overlooked. The new machine has a port for ROM cards to enable games to be published without them being pirated, which is fine as far as it goes. But it overlooks the fact that the one million A500 and A500 Plus owners in the country don't have a ROM port.

This leaves software houses with a choice of two things. Either they can put out games on ROM card only and ignore a million potential customers or make the games available on both card and disk and leave them open to piracy.

If they publish on cards only then A500 owners will be left with useless machines as far as gameplaying is concerned. If games on disk continue, so will piracy and so will the ludicrously high prices that people like me, who actually buy their games quite legally, have to pay.

Julian Evitts, Llanidloes

Good point, and by no means overlooked in discussions in the industry. Here are some thoughts.

Kelly Sumner of Commodore tells us that a third-party manufacturer is already working on an adaptor that will plug on the edge connector of the A500 to give it a credit card port. It will cost about £50. So A500 people won't be left in the cold.

Software houses do not seem to have plans at the moment to release games on cards, because the cost of manufacture is currently too high. This seems odd when all console games are released on cartridge. Sad though it may be, it would be best for the Amiga if games came out on cartridge and disks disappear. This could mean less piracy and more games sold.

This is good, not because it would line software houses' pockets, but because only with higher sales of Amiga games can we guarantee that they will continue to produce games for the Amiga at all.

Even if cards do lead to less piracy and higher sales, there is no guarantee that games will get cheaper. Sega and Nintendo console games on unpiratable cartridge still cost £30.

But what we have to guard against is the prediction of one major software house that in a year's time, the Amiga market will be like the 8-bit market: all cheap budget games, no leading titles. Swallowing expensive card games might be the only way to make sure we get decent, new games at all.

CD CONFUSION

I have discovered in the pages of your magazine an irregularity which will have left, I am sure, more than just myself wondering. The question is, is the A600 compatible with CDTV?

In Issue 34 you ran an article on the A600. You say in the second paragraph on Page 18 "Perhaps more

Continued overleaf

importantly, it means that the Amiga 600 will not be compatible with the soon-to-be-released A570 Amiga CD-ROM drive". However, on Page 191 of Issue 35 Silica Systems are advertising a CD-ROM drive for the A600, called, they say, the A670.

Out of interest I phoned Silica Systems and spoke to their technical department. The only thing they could tell me was that the A670 had not been released yet and would not be available "for a few months yet". Do you know of any plans to market a CD-ROM drive for the A600?

Paul Willis, Wakefield

Yes, as you will have read in this issue, a CD-ROM for the A600 that will plug in the 'credit card' slot is being worked on by Commodore. Not even Commodore know how long it will take to sort out, though, so it seems remarkably premature of Silica to put it in their ads.

Silica also suggest there will be two CD-ROMs for the A500, one for Kickstart 1.3 and one for Kickstart 2.04, but this is something we've seen no sign of.

The CD-ROM drive we have tested this month will work only with 1Mb of Chip RAM – we don't really see that Kickstart version is relevant. It also appears that the one we have on test is only a prototype, because Commodore are planning to modify it again. Ho hum.

As soon as the whole thing sorts out and settles down, we'll bring you all the details, naturally.

COMPLAINT

I have been a reader of your mag since Issue 2 and I have never had cause to complain before. I was enjoying reading the mag as usual, until I got to page 174-175, the Diamond advert.

At the bottom of the page is the usual cartoon with Captain Diamond. What got me seeing red was on the last slot, where we see a lovely picture of a grave, and on the grave it says 'RIP A500'.

I know it's only an advert, and I'm 25 years of age and married, so things don't usually bother me. But I just sold my old 1.2 Amiga and bought an excellent A500 Plus. And I don't personally think that it's the end of the A500. Correct me if I'm wrong, but the A600 can't be expanded as much as the A500.

Don't get me wrong, I am not against Commodore releasing new machines, nor am I against companies like Diamond trying to sell more of them – after all, how else would they survive? But I don't think that telling millions of A500 owners that their machines are has-beens is really helping anybody.

Brian Hillard, Pontypool

Well, the news now is that the A500 Plus has ceased production and the A600 will take over, so it looks as if Diamond were ahead of everyone else with the news.

I think everyone involved with the Amiga, from Commodore through to the owners, would agree that the A500 is not to be abandoned and forgotten. The A600 is here, there's no getting round it, and personally I don't think that really makes any difference.

We still have an excellent bottom-of-the-range Amiga. It is as expandable as most small Amiga owners need, and will get more so as credit card expansions of all kinds are developed.

But naturally, the Amiga 500 is not going to disappear. All the same software will run on A500s and A600s, and for the foreseeable future there will be a lot more A500s around. Nobody should feel they have to abandon the A500 unless they want to upgrade at a later date. In fact, as all these A600-owning newies appear, you should be proud to own the original popular Amiga!

PLEASED!

I sent an unserviceable copy of *The Simpsons* that I had to Ocean and a faulty copy of *Thunderhawk* to Core from Germany, expecting to have to wait weeks for a reply. Both were returned serviceable within seven days.

In this age of cynicism I was impressed by the speed and efficiency of their responses. I am a great believer in giving credit where it's due. Would you use the power of your Letters pages to thank them both.

Terry Kirkham, Bergen

It's nice to see software houses looking after their customers. We've made the point time after time that you pay your money for a game, not a disk, so software houses must be prepared to send out replacements for faulty disks. This is a good example.

SPOTTED

PRIZE

Just a quick letter to hopefully win a prize for spotting the Amiga on TV. I recently saw an Amiga 2000 plus monitor very clearly in Puppet Master 2. Not only was the name Amiga very clear, but the machine was necessary to the plot.

James Abram, Wolverhampton

Yes, I guess you get a prize of a T shirt, though it's such a terrible, corny movie. Remember, readers, anyone who spots the Amiga on TV, at the movies or in the news can win a T shirt, if yours is the first letter in…

SENSIBLE SOFTWARE

Being a fortunate chap in these trying times I usually buy my games software (well, I choose it and my dad pays) but I do have friends who occasionally supply me with the odd knocked-off game.

The main reason I like to buy games is that you are getting the real game and not a lower-grade version. For instance, I was given a copy of *Grand Prix* and I wasn't surprised to find it with more bugs than Harry Secombe has chins. Tress and bushes jumped into the middle of the track and earthquakes violently shook the road until every car swerved and crashed! In short, it was unplayable.

The next week I bought the original and I think it is a good buy even at £35. I now have a bug-free and virus-free game with all the instructions and I know some of the features that my friend doesn't know exist.

John Hart, Istead Rise

A very sensible argument. When you say that Formula One Grand Prix *is good value even at £35, I'd have to agree. It occurs to me that this is very seldom true.*

Maybe one good cure for piracy would be different prices for different types of game. The very best, you will genuinely come back to time after time – games like F1GP, Populous 2, Rainbow Islands, Kick Off 2 *and* The Secret of Monkey Island 2. *These are worth £35, because you'll get years of play out of them.*

Many other games, the ones that are decent but not outstanding, sell simply because they are new, as most software houses would admit. These could be substantially cheaper – say, £15 – and would not stay on the shelves for as long as a classic might.

Some of the stuff that really doesn't deserve a full-price release could be put out more profitably as budget software at around £8.

Part of the problem is that many software houses persist in the self-deluding fiction that all their games are top-notch. It clearly isn't true, it never will be true, and the sooner they get real the better. And funnily enough, here's a letter with a very similar idea…

TRY BEFORE YOU BUY

I don't understand why shops do not allow customers to try out the games before they purchase them. At least then you would see the product for what it is, and not the box which is always snazzy and fills the customer with a load of crap about the game.

Software houses could also have a rating scale, for example one to five. For a game rated five the price could be £30 plus and as the games' ratings go down so does the price. But at the end of the day, it's trying before buying that counts.

Mark Gaunt, Newcastle-under-Lyme

You get the copyright on the price-by-quality idea, Mark, because you must have written your letter a while ago. Anyway, as you say it would make a world of difference if you could try a game before you buy. I suspect the only problem is that the shops are wary of having gangs of kids hanging around getting free plays the whole time, and I guess you can see their point.

MORE TV ACTION

PRIZE

I've spotted an Amiga being used in a television programme! It was on the top-quality prime-time documentary World in Action on ITV at approximately 8.50pm on Monday 18 May.

The Amiga was being used to present information on a very corrupt housing company, and I'm not sure but I think it was a 1500. I'm writing this at 9.00 pm so I must be the first person to verify this!

While I'm writing, I would like to ask a favour. Will you please, please produce a pull-out booklet that will tell me all I need to know about essential expansions (printers, monitors, hard drives) and what their effects would be on my system (eg would a monitor mean no more Interlace flicker etc). Such a booklet would be invaluable to myself and my fellow readers.

Ben Wilcock, Wigan

Good TV spot gets you the **AMIGA FORMAT** *T-shirt. As for the booklet on hardware expansions, well, we're working on something very similar and if anyone else has any specific ideas about what they would want out of it please write.*

CD OBJECTION

I am 11 years old and I own a CDTV. So imagine my delight when I saw in Issue 32 you were covering CD-ROM titles. I quickly rushed to the feature and read it but afterwards a few thoughts came to mind.

I worked out that the average score gained by CD titles you reviewed was 45 per cent. Forty-five percent! What effect is this going to have on Amiga owners who are thinking of buying a CD drive? Don't you think you have been a bit harsh?

A good example is *Sim City*, which I believe you rated quite highly in the Amiga review, 90 per cent plus. In the feature you gave it only 75 per cent. Why? Isn't it good enough? Have standards changed?

Andrew Harvey, Beauly

This is a very fair point and I'm glad you asked it, because I thought we had made it quite clear at the time that, yes, we were and are judging CD software by higher standards. The Amiga CD drive is going to be expensive, almost as expensive as the Amiga itself.

In order to justify this kind of money, I think it is only reasonable that people should expect something pretty exciting in the way of software to run off CD.

What we don't want is lots of people to get taken in by the very exciting possibilities of CD, rush out and spend their money, then be disappointed by what they can do with it. The potential for CD software really is immense, so titles are going to have to deliver a lot of that exciting potential before we will be willing to rave about them.

Take Sim City. *It's a very good adaptation, with some new ideas incorporated, and benefits from the addition of a hi-fi soundtrack. I believe 75* per cent *is a very good score – it's the equivalent of a B in an exam, isn't it? But it only uses a very small proportion of the storage capacity provided by a CD and it's not intrinsically a lot different from the Amiga version.*

In other words, if you've got an Amiga you can already play extremely high-quality Amiga games. If you're going to splash out £300 to do more than play Amiga games, you want to get something pretty special for your money.

Having said that, we're expecting a great deal from some of the newer, 'second generation' CD titles. One example is the forthcoming Trivial Pursuit *from Domark, which makes full use of the multimedia concept of CD by including lots of pictures and sound. It will, for example, be able to show you a picture of a film star and say 'Who is this?' or play you a snatch of a record and ask 'When was this a hit?'. I'm sure you'll agree that adds a whole dimension which improves even on the original board game, and simply wouldn't be possible on a floppy-disk system.*

Even more, if you imagine a game like The Secret of Monkey Island 2, *reviewed this issue, the techniques used to create the game could be expanded to produce something really awesome. It could be ten times the size, with even more impressive graphics and full hi-fi soundtrack. And, if the gameplay and quality is there as well as the quality, that's when a CD drive will not be just an attractive idea, but practically a necessity.*

MORE TV...

Concerning Amiga spotting I see that the Amiga hasn't lost any of its worldwide appeal. I spotted one the other day in 'Boys from the Bush' on BBC1 on Tuesday 19 May. It was used to initiate the 'doomsday' sequence in Stuart Stranks' office. How's that for a keen eye?

Robert Fifield, Corby

Hmm... not so sure about this one. No-one else saw it and none of us on the magazine did, so it has to go down as an 'uncorroborated sighting' for the time being. Sorry, Robert.

BAD FOR YOU?

Recently my father heard a program on the radio about computers. It said that playing too much on a computer can make you more aggressive, less aware of reality and substitutes for your friends. After this he took action and limited me to two hours a day.

This is awful, since I play *Monkey Island* and I take about five hours on it. My point is that most games should have a Save option otherwise people will get to one point and never past it!

Joe Paine, Ealing

There's been a lot of fuss about this sort of thing in the media again recently, and to be honest a lot of it is nonsense. There is one particular guy always cropping up and spouting off about how games are bad for you, but there is no hard evidence for this. Equal amounts of evidence suggest that games are bad (encouraging violence) and good (developing spatial coordination and logical thought) but most of the arguments are based on the social aspects of the use of computers.

The idea goes that people lose communication skills simply because they are spending all their time in front of a screen rather than out and about with other people. Now, strangely enough, Monkey Island *is exactly the kind of game that refutes this argument.*

Adventure games are commonly used in primary schools, where kids work in small groups. This way they develop group communications skills as well as cooperative problem-solving, all very positive indeed.

In other words, if you sit down with a couple of your mates and play Monkey Island, *you're doing one of the most healthy things you can possibly do for your*

Continued overleaf

WOW! BEAT THAT THEN, READERS!



I have a particular interest in the *F-4 Phantom*. My interests include modelling as well as collecting good-quality flight sims and recently I decided to combine the two and build a simulator with which I can control up to 36 keys on any kind of computer.

My simulator features an analogue control column with built-in stick force per G simulation. The seat has a movement generator in the seat pan and back, with a stall warning vibrator fitted to the left rudder pedal.

I must say, having control of speed brakes, afterburners and chaff or flares all built into the throttles makes any program so much easier for you to control.

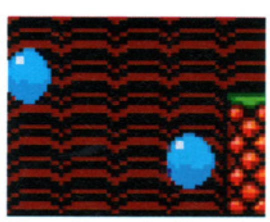
I was fortunate in being able to get hold of a flight manual for an F-4E Phantom which made this project possible. It also enabled me to accurately simulate system failures: for example, partial hydraulics failure will produce the loss of certain items like speed brakes, gear flight controls and so on.

My machine was built purely for my own entertainment and to enhance the excellent range of flight simulator programs now available. It may seem complicated, but it is no more difficult to build than a large model railway: in fact, many of the components are model railway items.

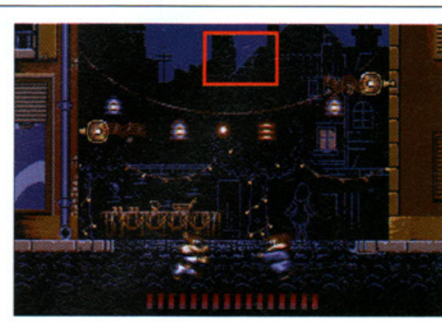
Mr K Saker, Southport

I have to say, I am incredibly impressed with all the care and attention that has gone into this project. It looks amazing. If any other readers have done anything similar, we would be fascinated to hear about it, but I reckon this will take some beating!

Spot the shot 36



Simply identify the game that this small portion of a screenshot is from, write the answer on a postcard with your name and address and send it in to us. The address is Spot the Shot 36, ***AMIGA FORMAT***, 30 Monmouth St, Bath BA1 2BW. The first correct entry out of the hat every month will win an ***AMIGA FORMAT*** T-shirt!



Not a single person got the answer to Spot the Shot in Issue 34 right, so we've picked a winner from all the wrong answers and it's Toby Poole, of Alveston. You lucky chap! The correct answer was, in fact, *Titus the Fox*, but it was very, very hard.

'personal development' (horrible American phrase). Better still would be to get your dad involved – I'm sure he'd see the appeal then, and I'm sure he'd love Monkey Island.

As for the game save point, yes, you're quite right.

CHEATED BY CHEATS

Am I alone? Am I unique? Am I the only gamesplayer on the planet who, having forked out thirty quid on a game, doesn't want to know that there is a quick and easy way to the end?

Publishing level codes and solutions I can live with, at least content in the knowledge that some other devotee of the game has burned the midnight oil, fighting the good fight to the end. Buy why oh why do computer gamesplayers, unique among sportsmen, apparently take a pride in finding ways to cheat?

Having spent four weeks and countless hours fighting my way through to level 402 of *Populous 2*, it was with great dismay that I opened up my June issue of **AMIGA FORMAT** to find a 'total power' type cheat. This now means that lesser mortals can copy and surpass my achievement. My wife, who with tenacity and determination fought back the *Alien Breed* to the limits of the sixth level, can no longer convince our Amiga-owning friends that she did it without the assistance of a load of swear words!

Would it be too cynical of me to suggest that the cheat mode is a plant by software houses, designed not to provide poor players with an overview of the game, but rather to ensure that within a few months a thirty quid challenge shall become no more than an overpriced demo, forcing true gamesplayers to open their wallets, yet again, in search of real achievement?

Eoin Fraser, Hawick

Errm... yes. I think it probably is too cynical of you to suggest that, actually. In fact I would go so far as to say that if software houses didn't leave the cheats in, they would be criticised for ripping people off.

Originally, cheat modes are used by game developers to test the game. They mean that they can get people to play all the way through to the last level of a complex and difficult game, just to make sure that no bugs crop up along the way.

Good game designers and programmers would argue that a game should not need a cheat, because the difficulty will have been carefully tuned to suit the average player. Inevitably, this would mean that the below-average player – and not all of us are good at all kinds of games – is missing out on something.

The other reason for cheats existing is that they add an extra bit of that strange mystery to games. Trying to discover what lies concealed on the next level is a major impetus for playing games in the first place, but doing stuff like finding secret rooms is also a part of that mystery. Similarly, if you discover a cheat, you're in on a secret, which is a feeling people enjoy in itself.

As for the challenge: well, nobody forces you to cheat and you don't have to if you don't want to. I take your point that it reduces the exclusivity of an achievement, but surely it's just as good to say "I got to level 402 of Populous without using the cheat – beat that!"

BAD MAIL...

I wish to draw your attention to a problem regarding a company that advertises in your magazine. In January I ordered from them 50 Mitsubishi disks and, naturally, a 50-capacity disk box. What I received in return was 50 disks, yes, but a totally unheard of brand (I've not seen it advertised anywhere) and, here is the good bit, a 40-capacity disk box!

When I raised the matter with the company over the telephone, the explanation was that due to a heavy demand over Christmas they have been forced to substitute another brand which is more expensive and have had to balance the excess with the reduced capacity of the disk box.

What a load of absolute balony! Presumably their running out of the material requested by the customer has to be burdened onto the customer! Two letters of complaint remain unanswered - blatant bad manners at the least.

(Name and address withheld)

I have to say, I feel a degree of sympathy for the company concerned simply because, as many people did not realise, there was an enormous world shortage of disks round about Christmas-time. It was touch and go as to whether we could get enough disks to go round on the Christmas issue of **AMIGA FORMAT.**

That apart, I don't believe they should have changed the disk box order of yours. I'm pretty sure I'm right in saying that whenever you buy anything from mail order, you have a right to return it for a refund within 28 days if you don't like it. This is to make up for the fact that, unlike a shop, you can't see what you're getting before you buy. This should give mail order customers enough peace of mind.

Finally, a word for our hard-working and dedicated advertising sales department. If you have had a problem with any of our advertisers, they will do their level best to get it sorted out for you. Contact them by telephone at our usual number or in writing at our Bath address, making sure to specify **AMIGA FORMAT'S** *advertising department.*

GOOD MAIL

I am writing to dispel any disparaging comments concerning the amount of advertising in your magazine. I have profited from the ads in so much as I have obtained hardware at a much lower price than that being offered by my local computer stores.

For instance, I recently wished to purchase a Philips CM8833 monitor, so I 'let my fingers do the walking' and contacted three local stores, each of which charged a different price - £259 with the cable extra, £269 + VAT, £299.

I then perused my latest copy of **AMIGA FORMAT**, telephoned a company to ask if they had the monitor in stock, to which they replied yes, and discovered the price had just been reduced from £239.99 to 234.99, which included the cable. I immediately sent for the monitor and with the saving I was able to pay the £4.50 charge for next-day delivery.

CJ Veevers, Liverpool

However many people complain about the number of advertisements in **AMIGA FORMAT,** *an equal number seem to be glad of it for just this reason. Glad to hear from you.*

ERRM... AMAZING!

On December 14, 1990, Professor Max Planck of Berlin University unveiled his theory of quantum physics or mechanics. The basis of this theory stated that at every conceivable decision made in the universe, every possibility is acted out in its own separate quantum and then a whole new dimension is continued based on that result. There are, therefore, an infinite number of quanta. A leap between two quanta is referred to as a quantum leap.

Computer magazines, advertisements, peripherals, hardware, software, jargon and so on mount up in a way expressed in chaos theory to split up Amiga owners' minds into an infinite number of thoughts, which can be expressed relative - as in Einstein's Theory of Relativity - to quanta of the 'real world'. Your letters pages are the only place where most 'primus homicides', such as we are, get the chance to leap between these opinions.

Pythagoras's Theorem of corresponding side of a right-angled triangle further proves my point. For if quantum physics and the facts of life were taken as the upright and parallax, then your Letters pages would, as the hypotenuse, equal the square of the aforementioned constants.

So, to cut a long explanation short, that's why we need the Letters pages.

John Hinton, Ditchling

Strange and not entirely convincing. We're sending you a Degree in Advanced Wool-pulling from the University of Twerton at Bath, but it's coming via the parallel universe that hides behind black holes, so it could be compressed to occupy an infinitely small space at an infinitely large mass by the time that t reaches you.

There's nothing more dangerous than a little learning, they say. Anybody out to take the challenge of explaining quantum theory in a page of A4?

NOT FUNNY?

I have been a dedicated **AMIGA FORMAT** reader from Issue One, and I would just like to say that your mag is excellent and improving in all areas with every issue. I do, however, have one small complaint.

The only acceptable humour I have come across in the entire history of your magazine is the far-out hair styles in Issue 32, Page 47. If the mag contained even more humour I would buy it more often and it would make my boring weekends more fun. But other than that your magazine is most 'non-bogus' and the best on the market.

Mark N L Pitt, Chorlton-cum-Hardy

Or perhaps that should be 'Chortleton'. Well, I don't reckon we're that boring. Some of the stuff that we write gives me a chuckle. Anyone agree or disagree with Mark?

GREENISH SHOES

I write to complain about the end-of-level bosses in *Rodland*. I think that using an elephant as something to kill at the end of a level is awful! As well as a whale and a crocodile! The government in some countries have made it law that elephants should not be shot just for tusks. There are also debates about whether some countries should carry on killing whales for meat and crocodiles for bags and shoes.

Luke Smith, Liverpool

I don't think *Rodland* was intentionally anti-environmental, I think those were meant to be nasty, evil creatures. Future Publishing, the company that **AMIGA FORMAT** belongs to, contributes some of its profits to a charity that saves the rainforests.

GET THEM IN!

If you've an interesting opinion you want to share with the world, an idea, a moan, a suggestion or anything else then write to Letters, **AMIGA FORMAT**, 30 Monmouth Street Bath BA1 2BW. Prizes of a T-shirt and binder to the best!

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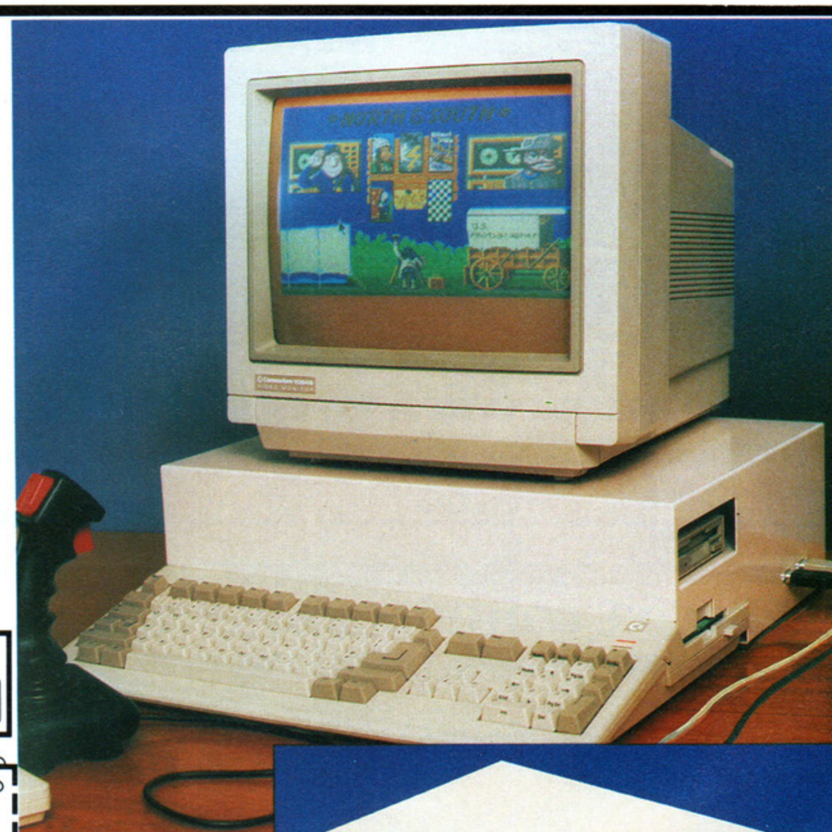
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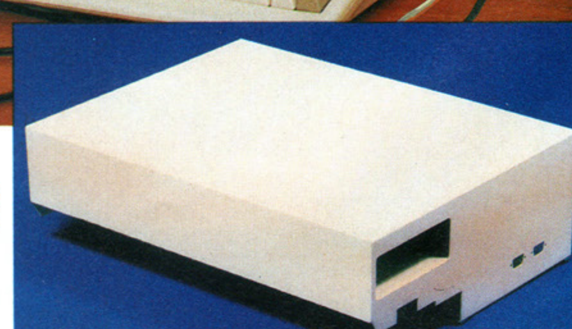
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NEXT MONTH IN AMIGA FORMAT

if we go against medical advice and decide to do it again...

You and the Amiga

The results of the Great Amiga Format Survey will reveal who the average Amiga owner is, what he or she does with the Amiga and what subjects are the major wants to be explored in the future. Find out how you fit in to the big picture – are you a pretty normal Amiga user, or are you an outstanding Amiga enthusiast?

If this sounds pretty much like what we promised you last month, well, it is. This month, with everything that is happening to the Amiga, we decided to bring you the full low-down on all the news. And next month, of course, we will continue to bring you all the top coverage of everything that's happening to the Amiga.

And, of course, another one of these...



Dear Newsagent,

Please reserve me a copy of the next issue of *Amiga Format*:

***Amiga Format* Issue 36, July 1992 – on sale Thursday June 11**

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To the Newsagent: ***Amiga Format*** is published and distributed by Future Publishing and is available from your wholesaler. Send back these coupons for entry in a free prize draw to: Kate Elston, Future Publishing, 30 Monmouth Street, BATH BA1 2BW. Remember to include your shop, name and address.

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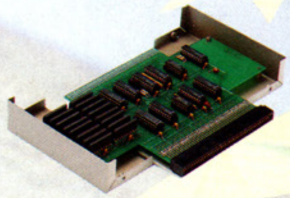
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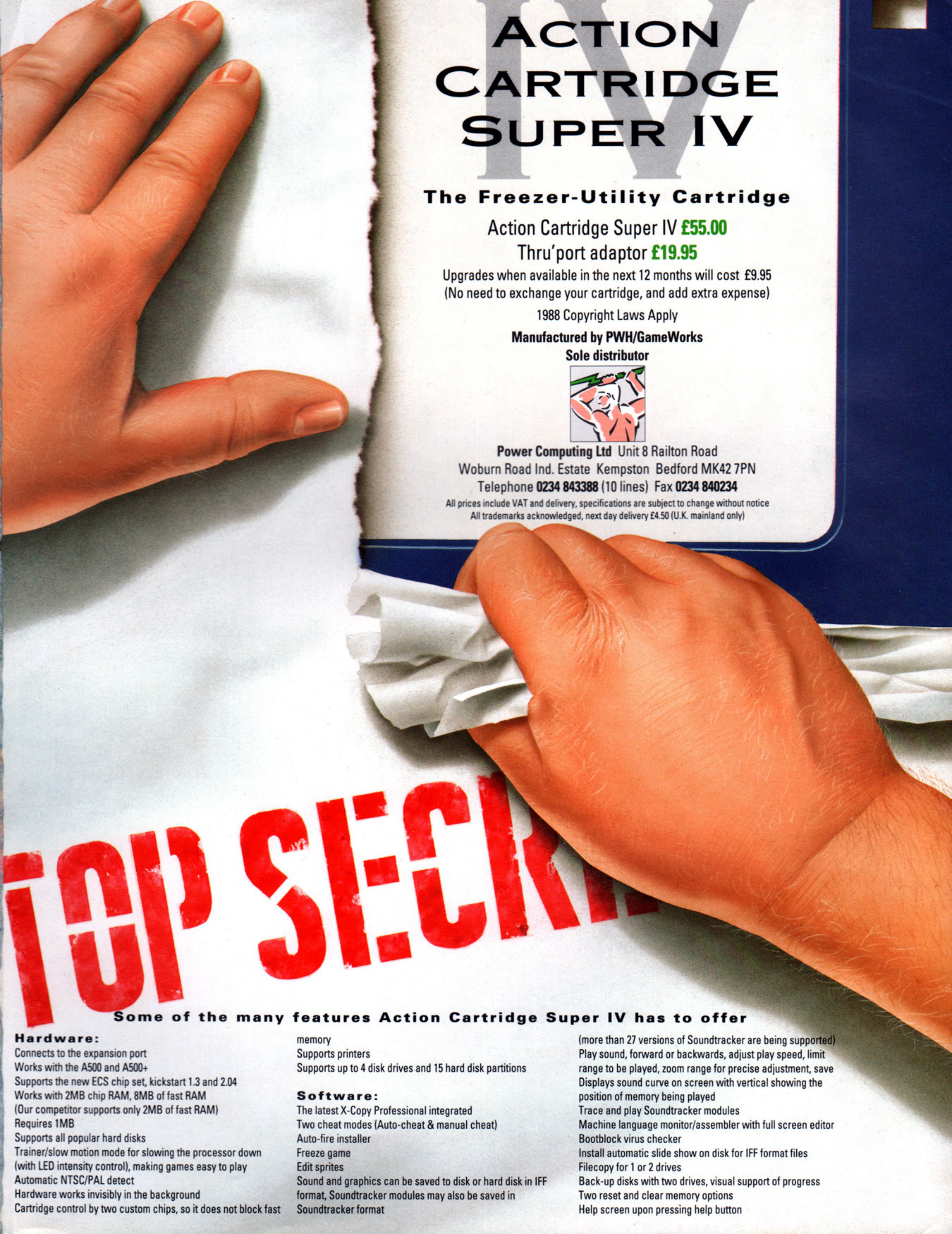
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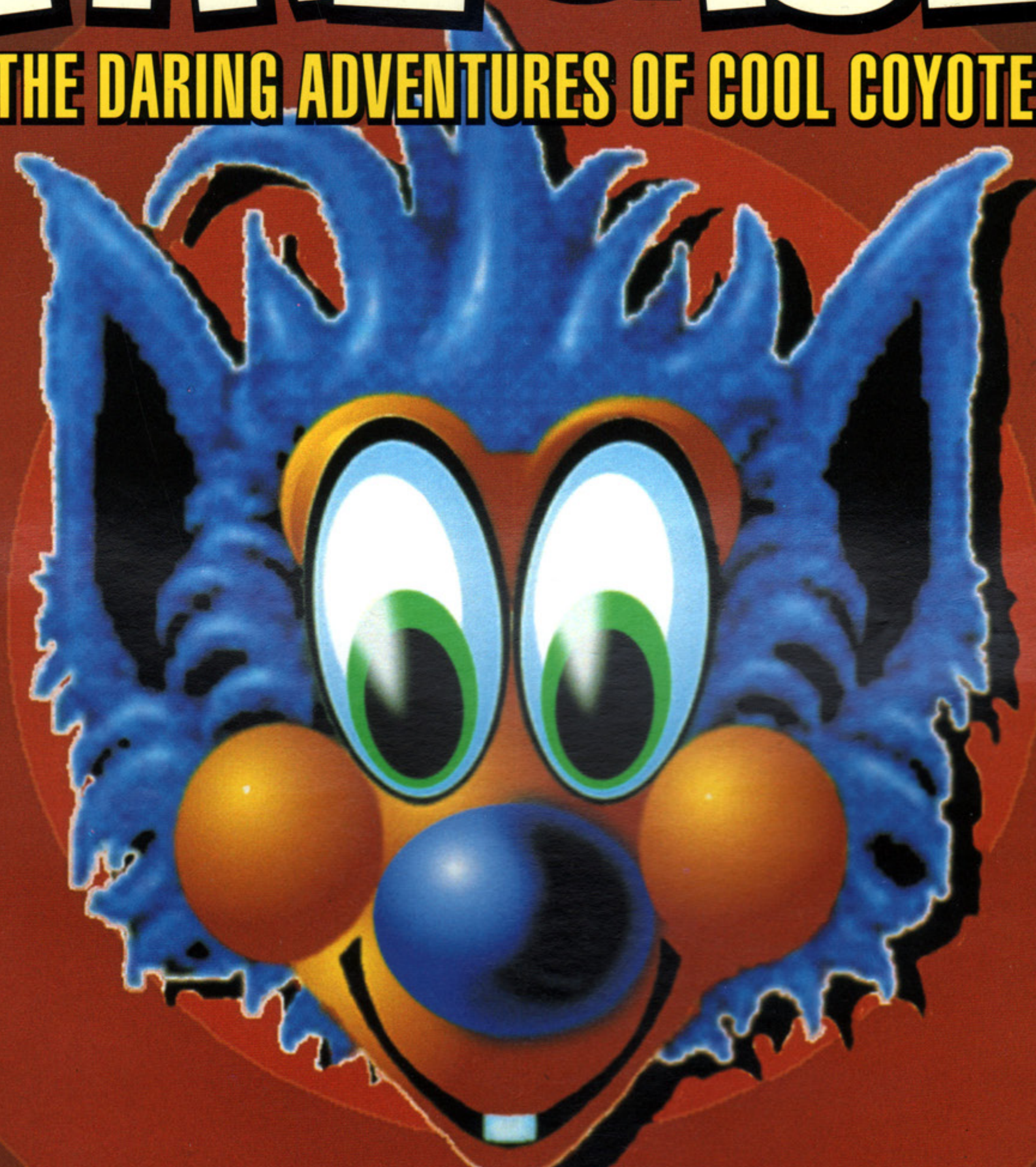
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